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THE TIME TRAVELLER'S COMPANION

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DEDICATION

This book is dedicated to my patient, loving wife and eternal companion, Jenny and my son Donovan, who has the remarkable ability to reverse time and make me young again.

SPECIAL THANKS

Rob Semenoff, with whom I worked to put function to form on his 2002 TARDIS console (some of which ended up here); Brian'Marnal Gate' Swift for his scholarly work; Dominic McDowall-Thomas and Gareth Ryder-Hanrahan for being just really talented, all-around excellent dudes and, last but not least, the team at the BBC for creating one of the greatest programmes in the history of television.

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1: INTO THE VORTEX...



WHAT'S IT ALL ABOUT?

This book will provide you with detailed new information on Time, Time Travel and Time Lords in ***Doctor Who: Adventures In Time And Space***, including:

THE SHINING WORLD OF THE SEVEN SYSTEMS

This chapter covers the basics of Gallifreyan culture, history and law. Here you'll learn where the Time Lords came from, how they live and how they see the universe, which is particularly useful for those who wish to play as the Doctor, as another Time Lord of their own creation, or even as a regular, non-Time Lord Gallifreyan.

I WALK IN ETERNITY

This chapter expands on Time Lord character creation, with new Time Lord specific Traits and options. It also provides advanced rules for regeneration to use when your Time Lord's renegade activities finally catch up with them.

TEMPORAL MECHANICS 101

This chapter discusses the physics of Time, including description and rules for various temporal phenomena, like Temporal Nexus Points and the Blinovitch Limitation Effect. It also includes a selection of time travel mechanisms and expanded rules for Time Travel.

THE TARDIS

In this chapter, we talk TARDIS, including descriptions of the various rooms, systems, special manoeuvres and other features that make it the most advanced time travel device in the history of the universe. There is also a new system for creating a unique TARDIS for your Time Lord character.

THE GAMEMASTER SECTION (SPOILERS!)

The back half of this book contains information that only the Gamemaster should see, including secret Time Lord histories and technology, adventure outlines and the biodata extracts for infamous Time Lords. If you are a player, you should avoid reading these chapters as they may spoil surprises that might be in store for you!



HOW TO USE THIS BOOK

There's a lot that's new in this book and that includes a few new rules concepts that need some explanation before we go any further...

DICE CONVENTIONS

Occasionally you will be asked to roll an odd number of dice, like a D6 or even a D3!

The 'D' part is easy, it simply means roll a Die. In the case of D6, it means roll one six-sided die, i.e. one of the dice included with the main game. A number in front of it means to roll multiple dice, so a 3D6 means roll 3 six-sided dice and add them together. A number following the die result means to add or subtract that number from the total rolled, 2D6+2 means to roll two dice, add them together and then add two to the result.

'So where in the heck do I find three-sided die?' you might ask. You don't need to. Simply roll a single six-sided die, but halve the results (rounding up), so a 1-2 becomes a 1, a 3-4 becomes a 2 and a 5-6 becomes a 3. Easy peasy.

REROLLS

Sometimes, a character might be so accomplished at what they do that they can quickly identify and correct problems that pop up unexpectedly, averting disaster at the last moment. Others are just so lucky, they find that when faced with a wide selection of equally good and bad probabilities, fate tends to ease them down the most favoural path. To represent this in the game, when rolling on the Regeneration, Misjump and TARDIS Damage tables, you will sometimes be given the option to reroll the dice. There are two types of rerolls:

Reroll

For every Reroll you may reroll the die result, but you must use that result instead, even if it is worse than the previous one.

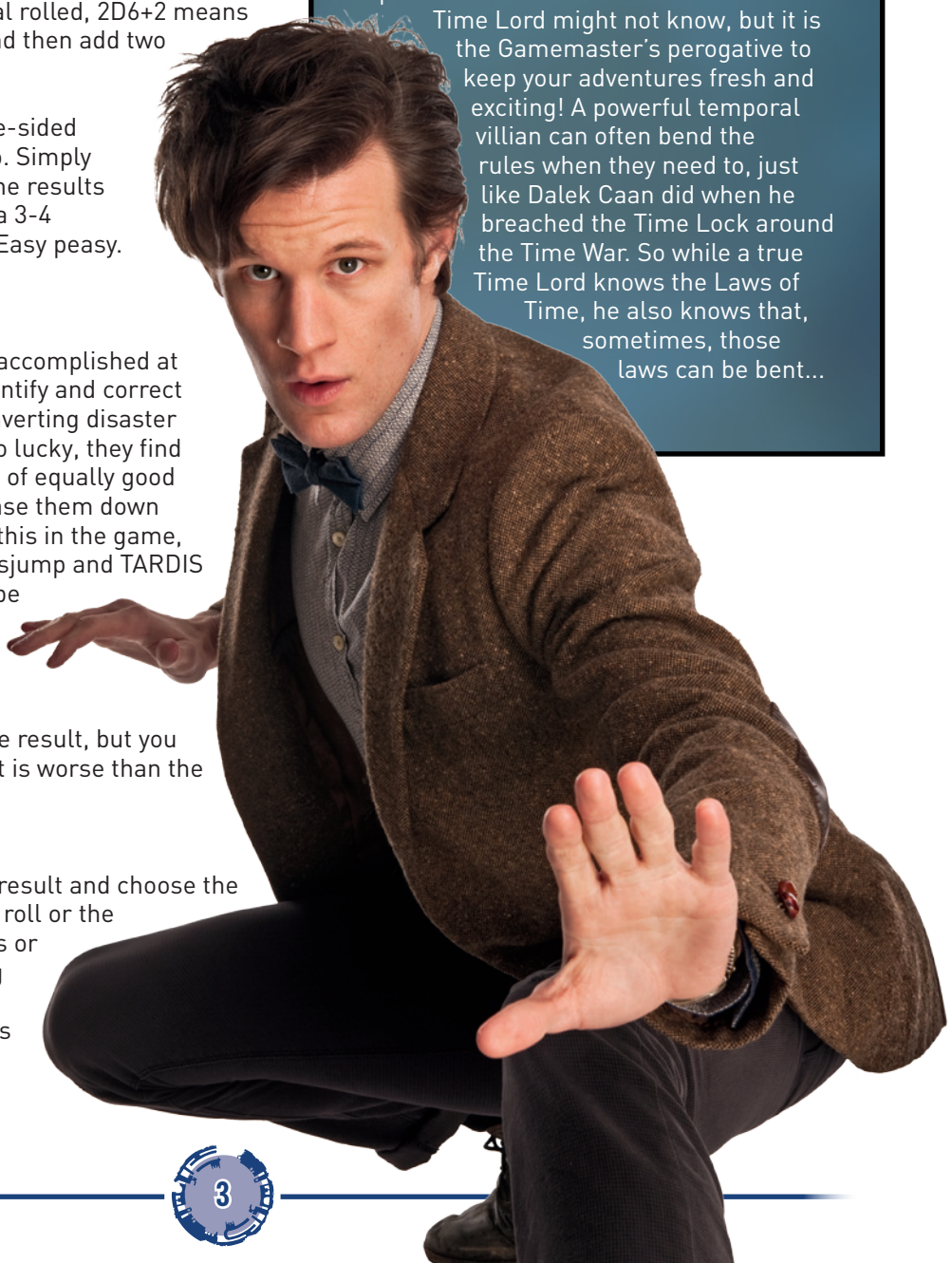
Pick

For every Pick you may reroll the die result and choose the best or most desired result from that roll or the original. You may use multiple Rerolls or Picks on a single roll if you like, using the last result rolled for Rerolls or choosing from all the available results for Picks.

WIBBLY-WOBBLY, RULESY-WULESY...

This book is designed to provide expanded tools for those who like a bit of detail in their campaign, but all of the rules included are optional. It is up to your Gamemaster to decide what to take and what to leave behind, although it is assumed that you will work together to make that decision.

It is also important to note that you should avoid taking the information in this section of the book for granted! Not only does the Gamemaster's Section include more in-depth and secret information that even a Time Lord might not know, but it is the Gamemaster's perogative to keep your adventures fresh and exciting! A powerful temporal villian can often bend the rules when they need to, just like Dalek Caan did when he breached the Time Lock around the Time War. So while a true Time Lord knows the Laws of Time, he also knows that, sometimes, those laws can be bent...



MANUAL OVERRIDES

For those instances when you absolutely have to land in the vicinity of the right coordinates, it is imperative that you shunt damage away from critical systems, or you positively *have* to be ginger when you regenerate, you may spend one Story Point to pick the result of your die roll ***before*** rolling on the Regeneration, Misjump and TARDIS Damage tables. Once you roll, you can only use Rerolls and Picks.

In addition, instances where the specifics of the roll result are determined by the GM, a Manual Override allows you to determine them instead. The only limitations are your imagination, the original parameters of the roll chosen and GM fiat. You could use this to give yourself a slight advantage, or, you might disadvantage yourself even more in order to earn additional Story Points, if it makes the adventure more exciting!

Example: *Amy and Rory are trying to land the TARDIS without the Doctor, who has been snatched from the ship by a mysterious force. They are pretty much doomed to failure and an automatic misjump unless they spend a massive amount of Story Points. They opt to take the misjump, and try to minimize it's effects instead.*

Rory's player spends a Story Point and says 'fortunately, the Doctor installed an emergency fail-safe override for just this occasion and told us, if we were ever in need of it, it would set the TARDIS on a hardwired course back home.' As their original destination was Ploticon III in the 24th century, Rory's player uses the Story Point to automatically gain the 'Spatial and Temporal Misjump' result.

The next roll is for Spatial displacement and Amy's player kicks in another Story Point to determine that the TARDIS will land inside their home on Earth. Rory spends another Story Point for the Temporal displacement and they land just minutes after they last left.

So for a mere 3 Story Points, the couple are back home, safe and sound. Now they just have to figure out how to find the Doctor again...

Note that the GM has final say on whether Manual Overrides are allowed in their game, and may even disallow them on a case by case basis if they think it will derail the adventure.





2: THE SHINING WORLD OF THE SEVEN SYSTEMS...



A BRIEF HISTORY OF TIME LORDS

In this section of the book you will learn everything you need to know about the Time Lords and life on the planet Gallifrey. This information is important for those who wish to play The Doctor or Time Lord characters of their own, because the people of Gallifrey are not just super-smart humans with fancy gadgets and funny clothes. Time Lords have an alien outlook that is less about physiology than having been raised as the scions of an ancient and powerful culture that spans eons and has mastery over all of time and space.

Before we can start to truly understand the nature of the Time lords and exactly what their place was in the universe, we have to first look at where, or more importantly when, they came from. For you see, the Time Lords were indescribably ancient long before man ever came into existence and their initial development as a species took place in a time when the universe was much younger, much darker and much more dangerous than it is today.



THE FIRST STIRRINGS OF GREATNESS

Gallifreyans were, before the Time War, the oldest surviving civilization in all of known creation. They walked in a universe that was still forming, mastered its concepts before most other intelligent life forms had even found a way to leave their own planets, and dominated it when planets like Earth were nothing more than clouds of dust orbiting a new star.

The early universe was a place of terrible violence as ancient species with comparatively primitive technology fought to create not simply empires, but the very path along which the cosmos itself might develop. With no race owning technology that could decisively end the fighting the wars were hard fought, but the Gallifreyans were the ones who ultimately prevailed. When the universe was but a fraction of its size, they had already defeated the Racnoss, destroyed the Great Vampires and banished the Carrionites from this universe.

Although the wars had cost the people of Gallifrey dearly, they became the preeminent race in the universe. No one else could directly challenge their position, so the early Gallifreyans stood as the guardians of peace in the cosmos.

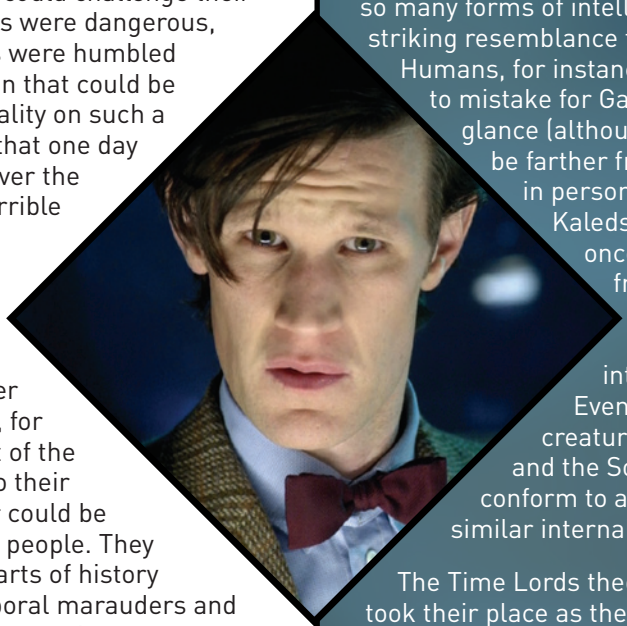
FROM GALLIFREYANS TO TIME LORDS

The Gallifreyan's new position of power in a universe exhausted by war gave them ample time to develop technology far in advance of any other race. Unlike many other species, the early Gallifreyans remained on the planet of their origin and never sought to create a galaxy-spanning empire. As a race of scientists, they were more interested in understanding and taming the universe than lording over it. This gave them a significant edge over other races who would squander their best minds and most precious resources on more petty pursuits, and soon they began experiments to give themselves mastery of time as well as space.

Only a race as supremely skilled as the Gallifreyans of old would have taken the incredible risks that they did to establish a temporal society. Led by Rassilon and his associate Omega, the greatest scientists of the time, the ancient Gallifreyans detonated a massive star, creating a supernova that immediately collapsed into a black hole, the first of its kind in the young universe. Using incredible technology the people of Gallifrey tamed this 'black star' and placed it in the centre of their own world in an eternally dynamic equation against the mass of Gallifrey itself. This 'Eye of Harmony' provided virtually unlimited energy with which to power their civilization and drive their conquest of time.

TIME LORDS ASCENDANT

With an almost inexhaustible amount of power at their disposal, the ancient Gallifreyans pursued experiments into time travel that finally bore fruit. They became true Lords of Time, and there was no one who could challenge their mastery of it. The early experiments were dangerous, however, and the ancient scientists were humbled by the sheer scale of the destruction that could be unleashed when tampering with reality on such a basic, structural level. They knew that one day less enlightened races would discover the secrets of time travel and wreak terrible damage upon the cosmos unless appropriate measures were taken.



And so it was that as they took their place as Lords of Time, the ancient Gallifreyans used that power to set various rules and limitations, for their own protection as well as that of the universe. They created barriers into their own past and future so that neither could be manipulated, not even by their own people. They ceaselessly monitored important parts of history and policed the Vortex so that temporal marauders and primitive time experiments could be kept in check. Most importantly, the nascent Time Lords defined the Laws of Time by which any responsible time-aware civilization must abide in order to prevent massive damage to the space-time continuum.

As with any system of laws, the Laws of Time grew in number over the eons until only the most dedicated Time Lord legal experts could keep track of them all and many of the more obscure ones, inserted as cautionary warnings or attempts to gain political power, were largely ignored. However, the First Three Laws, also known as the Major

WE CAME FIRST...

It is possible that Gallifrey's early dominance of the universe is the reason so many forms of intelligent life bear a striking resemblance to Gallifreyans. Humans, for instance, are easy to mistake for Gallifreyans at a glance (although they couldn't be farther from each other in personality) and the Kaleds and Thals were once indistinguishable from both humans and Gallifreyans without an internal examination. Even such distinctive creatures as the Vinvocci and the Sontarans still conform to a bipedal form with a similar internal structure.

The Time Lords theorized that, as they took their place as the dominant life form in the early universe, they created an underlying template for all life, a 'Morphic Field,' which resonated with developing species who in their turn spread the design all across the universe. If this is true, then all the peoples of the universe owe a debt of gratitude to them. One can only imagine what the cosmos might look like if the Racnoss or Carrionites had prevailed instead.

Laws of Time, were so important and the potential harm from ignoring them so great that a Time Lord could find themselves exiled, imprisoned or even vaporized and entire civilizations might find themselves time-looped for violating them.

THE MAJOR LAWS OF TIME

THE FIRST LAW

No traveller may interfere with, nor exert influence over, their own timeline.

No one can travel back in time to meet themselves. Doing so could endanger their own timeline, create a potentially dangerous paradox and disrupt the stability of the universe.

THE SECOND LAW

No traveller may interfere with the timeline of a Fixed Temporal Nexus Point.

Certain events, individuals and even planets have such a far-reaching impact on the universal timeline that no one, not even a Time Lord, is allowed to interfere with their natural progression.

Obviously, there have been instances when the Time Lords did interfere, but only in order to counter interference. Such counter-intervention was not considered, strictly speaking, to be interference, although it could only be officially initiated with the express permission of the High Council, which was rarely given.

THE THIRD LAW

No traveller shall breach the temporal barriers protecting the past and future of Gallifrey.

While some lesser species say this law is shamelessly for the benefit of the Time Lords, their actions over the long eons have influenced and protected countless species. It stands to reason, therefore, that anything that affects their past or future may well have tragic consequences for the universe as a whole.



THE DARK TIME

Despite all of the precautions taken to prevent the abuse of temporal technology, the power to travel in time brought with it new vistas for corruption and decadence in only a few millennia. In their new position as 'Lords of Time,' many ancient Gallifreyans began to consider themselves above 'conventional morality' and a few even saw themselves as gods.

The worst of these, left by their advanced technology with less and less to occupy their time, began to consider the universe as a cosmic playground, manipulating whole cultures for their amusement. The depths of degradation into which these early Time Lords descended finally culminated in the childish use of temporal power to snatch 'primitives' from across time and space and pit them against each other in vast war games within the infamous and appropriately named Death Zone.

Luckily, a few Time Lords understood just how far they had fallen and started a revolution to bring their people back from the brink of cosmic despotism. The people of Gallifrey awakened from their drunken excess and, repulsed by the baser instincts to which they had succumbed, sealed the Death Zone and outlawed the abuse of lesser species for entertainment. They spent millennia repairing the damage for which they had been responsible and returned to striving for an enlightened universe and society.

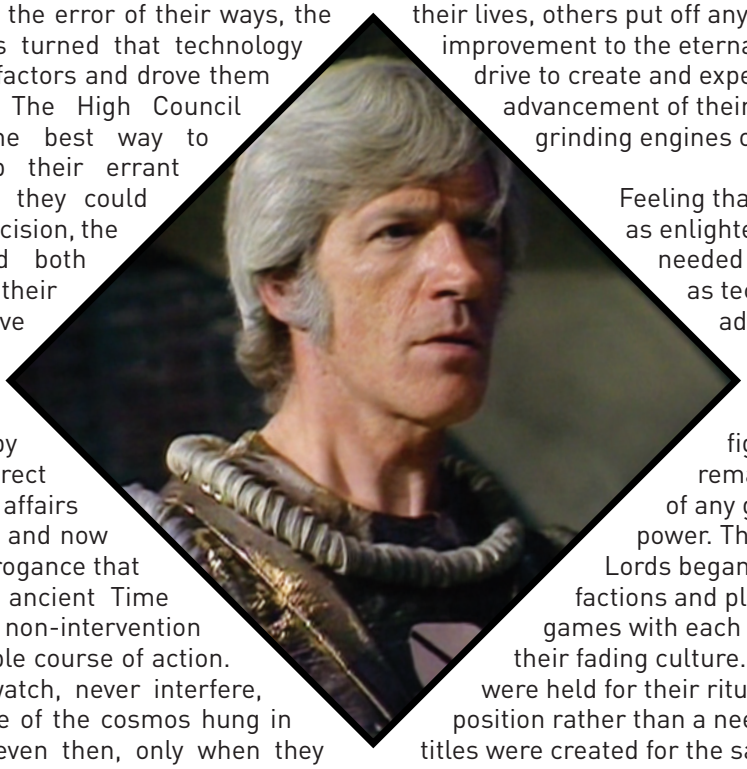
Sadly, while the people of Gallifrey abandoned the path of tyranny for enlightenment, they had yet to abandon the arrogance which had led them to abuse their great power in the first place. The Time Lords had one final, humbling lesson to learn.

THE FINAL LESSON

The Minyans were the first and only civilization to enjoy the direct patronage of Gallifrey. The Time Lords took the primitive species under their wing and advanced their civilization from primitive savagery to nuclear power with

limited spaceflight within a matter of decades. Unfortunately, while the Time Lords were able to provide advanced technology, they were incapable of providing the wisdom and understanding necessary to use it responsibly, a wisdom that can only be developed with time.

The Minyans, still primitive savages in heart and mind, used the gift of technology to enrich themselves at the cost of their planet and to kill each other more efficiently in their individual quests for petty power. When the Time Lords tried to show them the error of their ways, the ungrateful Minyans turned that technology back on their benefactors and drove them from the planet. The High Council deliberated on the best way to proceed and help their errant wards, but before they could come to any firm decision, the Minyans destroyed both themselves and their planet in a massive nuclear exchange.



Horrified at the carnage wrought by their attempts at direct involvement in the affairs of another species, and now cognizant of the arrogance that had led to it, the ancient Time Lords decided that non-intervention was the only sensible course of action. They would only watch, never interfere, unless the very fate of the cosmos hung in the balance, and even then, only when they were absolutely sure of the results. This new policy provoked scorn from those who sought their aid and power, but ultimately saved them from making many more terrible mistakes.

As the Time Lords faded from the stage of the universe they became the stuff of myth to many species. Their contributions to the universe at large were forgotten, their technological achievements became fanciful legends, but they had finally earned the right, by the experience and wisdom acquired through hard consequences, to become the ultimate Guardians of Time and Space.

THE SLOW DECLINE

As they retreated from active involvement in the affairs of the universe, the Time Lords gradually became insular and apathetic. Their technology provided everything their people needed, eliminating hunger and want, and few people needed to actually work as machines saw to the needs of the community. The power of regeneration and a millennia long lifespan coupled with a lack of interaction with the universe at large led many Time Lords into a spiritual ennui. While a few made use of their lives, others put off any form of self improvement to the eternal tomorrow, the drive to create and experiment for the advancement of their culture lost to the grinding engines of eternity.

Feeling that they were as enlightened as they needed to be, and as technologically advanced as any race possibly could be, the ancient Time Lords began to fight over the only remaining resource of any great worth: power. The greatest Time Lords began to form political factions and play devious chess games with each other to control their fading culture. Political offices were held for their ritual significance and position rather than a need to serve society, titles were created for the sake of pomposity and ritual rather than a need for government and both were used to steal yet more power and more control.

The politics of Gallifrey never turned to war, sparing them the destructive loss of knowledge and technology that afflicted so many other races. Unfortunately, as a long lived people, their plans and counter plans took centuries to evolve and unwind, locking the Time Lords in a slow dance of politics while the ancient lore that had granted them such power slowly faded away. As a result of this cultural malaise, many of the great secrets of their ancestors were forgotten. While the basic function of the technology remained, the principles behind its design and ultimate potential were lost to the mists of time.

At the height of this spiritual decline, the very artefacts used to found Time Lord society, including the black star that powered its very being, had been reduced to mere myths and symbols of ritual and political significance. Only a rare few remained who even suspected the importance of these ancient powers and technologies and how dangerous they could be if their secrets fell into the wrong hands and even those few lacked the will to look further.

Gallifrey remained this way for untold millennia, the status quo as static and unchanging as the 'Eye of Harmony' which rested unknown and forgotten below the very feet of the people whose power it supported. A series of increasingly destabilizing events over a very short period, however, would cause tremors that would reverberate and shake the foundations of Time Lord society, toppling the old ways and moving Gallifrey into its final age.

THE SPARK THAT LIGHTS THE FIRE

The first catalyst for change came about with the rise of a new, more active generation of Time Lords who increasingly chafed at the restrictions of Time Lord law and society. Many found it extremely frustrating to be given a tantalizing peek at the wonders of the wider universe in the Academy and then be expressly forbidden from experiencing the marvellous things of which they had learned. They were expected, instead, to lead a monastic life of scholarly contemplation, something that these younger, more spirited souls found stifling.

For a Time Lord who wanted to 'do' something but had little or no interest in politics, monitoring the universe had always provided a relatively interesting alternative to normal day to day life in the Citadel, but as millennia passed, the younger generations started to develop an inner restlessness that passive observation simply could not satiate. Field Research Teams were an alternative outlet for the energetic and curious, but a position on a Research TARDIS was difficult to acquire and usually required long-term involvement in the political machinations of their elders.

Eventually, these limited options became unacceptable to many of the new breed of 'driven' Time Lords. They loathed the languid state of Gallifreyan society, seeing it as dominated by staid, lifeless old men who had spent centuries ensuring that no one could upset the status quo. After The Academy, a number of these young firebrands, not content with taking up the decadent lifestyles or political power games of their elders, decided to pursue new and very different paths.

A few became renegades, leaving their world and people for a life of excitement in the wider universe. Others forsook technology and Time Lord society altogether and escaped to the wilds of Gallifrey. Many others stayed behind, however, to challenge this state of affairs from inside the Citadel itself and worked tirelessly to bring their people out of their cultural malaise.

THE CULT OF MORBIUS & THE MORBIUS REBELLION

As a reaction to and rejection of the political status quo on Gallifrey, many young Time Lords joined secret societies dedicated to creating a network of like minded individuals who could bring about change from within their stagnant society. There were many such groups, such as the Deca and the Interventionists, each with differing ideas on how such change could be achieved, but few of these ideas ever went beyond the discussion stage and many of these groups disbanded after their members graduated from the Academy and settled into the life and responsibilities of a Time Lord.





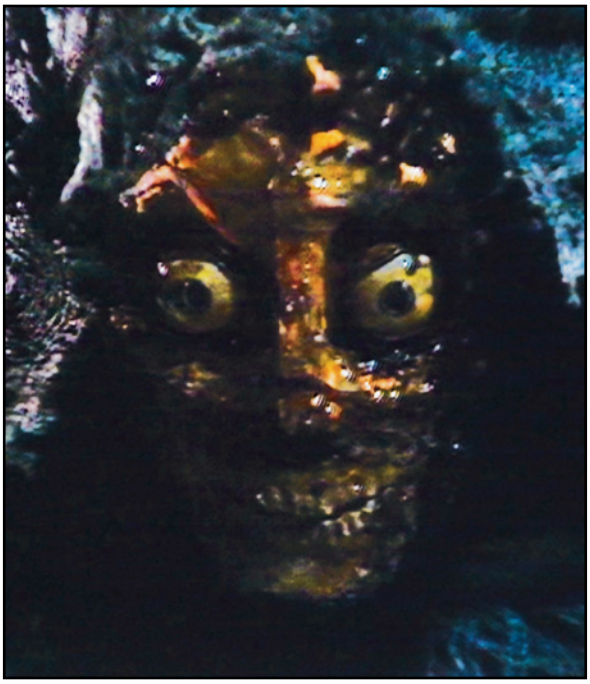
As few of these secret societies amounted to anything more than informal social clubs in which like-minded members of the younger generation could vent their rebellious impulses before settling down into proper Time Lord society, the elder Time Lords saw little harm in allowing them to continue. One secret society, however, went on to become a power block in the High Council and would lead Gallifrey into its first conflict in Eons. This group was led by a popular and powerful Time Lord named Morbius.

Morbius believed that the policy of non-intervention had crushed the spirit of his people and that only by taking an active part in the universe would Gallifrey rise from its rut and become the universe spanning power that it should be. He also argued that, as the superior life form in the universe, all of space and time should be forcibly restructured to suit the needs of Gallifrey and the Time Lords, not the other way around. His secret society was peopled only by those he knew shared his extreme vision of the future and every last one of them was fanatically devoted to his cause, so much so that they would eventually be known as 'The Cult of Morbius.'

Morbius was a wily and devious politician and with the help of cult members spread throughout the Time Lord power structure he quickly attained the position of President. It was at that point that he revealed his grand plan and urged his fellow Time Lords to follow him as they took their rightful place as masters of the universe.

Needless to say, the Gallifreyan elite were repulsed by Morbius' ideals, as well as his naked ambition, and he was quickly removed from his position of power. The rejection of his plans and the chastisement of his people only served to enrage Morbius, who considered them spineless parasites for their lack of vision. He left Gallifrey with his loyal followers and amassed a mercenary army from across time and space to take over the known universe. Gallifrey was eventually forced to make an exception to their non-intervention policy and aid the enemies of Morbius to defeat him at the battle of Karn, but not before he had already laid waste to a large number of planets and cultures in his drive to power.

Morbius was captured and the majority of his cult rounded up. A ceremonial and highly public execution was held on Karn, with dignitaries from all the war-torn worlds present as witnesses, and the atoms of Morbius' body were scattered to the 9 corners of the universe to ensure he could never be resurrected. The Time Lords, again secure in their position, went back to the status quo, utterly convinced that the whole episode would serve as an example to keep the younger Time Lords in line from that point on.

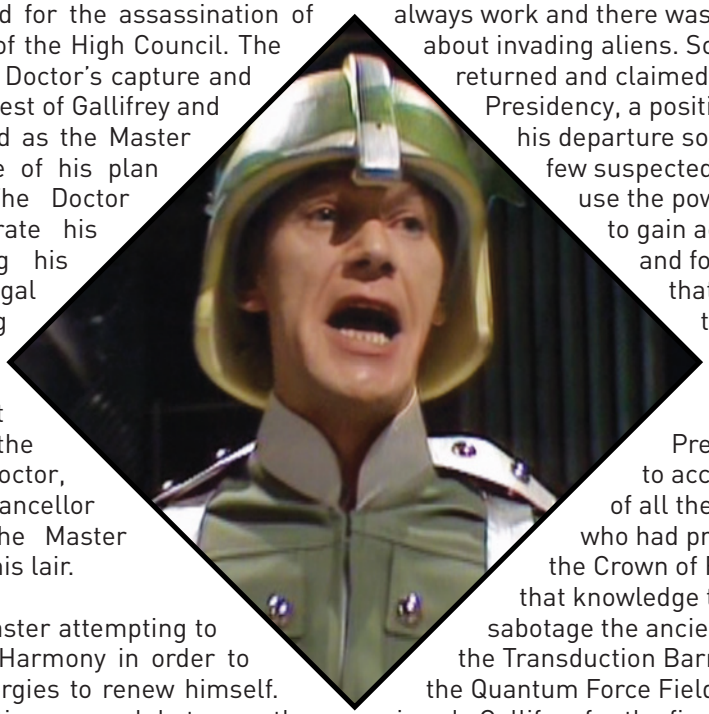


THE ENEMY WITHIN

With ancient technologies protecting them from direct assault, the Time Lords sat secure in their power and safe from any conceivable enemy. Unfortunately, they never considered that while they might be safe from the enemy without, they were extremely vulnerable to enemies within. That all changed with the return of the Master.

The Master had plagued space-time for many centuries, but his evil plans and nefarious deeds had cost him a number of his regenerations until, finally, after a disastrous alliance with the Daleks, he had run out of lives. Never one to accept defeat, the renegade managed to keep his dying body alive by sheer force of will as he searched desperately for a way to cheat death. Fortunately, he had re-discovered clues to some of the greatest Time Lord secrets in his travels and researches. If he could just return to Gallifrey he could unlock those secrets, renew his body, bring Gallifrey to its knees and destroy his oldest enemy, the Doctor, in the process.

The Master worked in the shadows, accessing the APC Net and studying the tomes and relics of ancient Gallifrey, confirming many of his theories. When he was finally ready, he lured the Doctor back to Gallifrey and arranged for his hated enemy to be framed for the assassination of the Lord President of the High Council. The plan was to use the Doctor's capture and trial to distract the rest of Gallifrey and keep them off guard as the Master put the final phase of his plan into action, but The Doctor managed to frustrate his plans. By delaying his execution through legal trickery (submitting his own candidacy for the Presidency) and using the time it allowed him to find the true culprit, the Doctor, with the help of Chancellor Goth, discovered the Master and tracked him to his lair.



They found the Master attempting to release the Eye of Harmony in order to use its massive energies to renew himself. A heroic confrontation ensued between the Chancellor and the fiendish renegade and, in the end, Gallifrey was saved but only at the cost of a Time Lord who would likely have been one of the greatest Lord Presidents since Rassilon. Even with Goth's heroic sacrifice (the exact details of which are restricted to senior members of the High Council for security reasons), the temporary release of energy from The Eye had shaken the entire planet to its foundations, left half the capital city in ruins and many Gallifreyans dead or injured.

In the wake of the disaster, it was now suspected by quite a few Time Lords that Gallifrey was no longer secure and many believed that the worst threats to the Time Lord's future wouldn't come from alien war-fleets, temporal marauders or any other outside force... they would come from other Time Lords.



THE INVASION OF TIME

The people of Gallifrey considered the Transduction Barrier protecting Gallifreyan space to be impassable and the Quantum Force Field surrounding Gallifrey itself impenetrable to outside forces. Few understood the ancient technologies behind these defences, but they had proven time and again to be a deterrent to attacks against them, and so, in an uncharacteristic example of faith, the people of Gallifrey assumed that they would always work and there was no need to worry about invading aliens. So when the Doctor returned and claimed his right to the Presidency, a position left vacant since his departure some time earlier, few suspected his true goal: to use the powers of that office to gain access to ancient and forbidden knowledge that would allow him to disable those defences.

His induction as President allowed him to access the knowledge of all the previous Presidents who had preceded him through the Crown of Rassilon. Using that knowledge to locate and then sabotage the ancient machinery behind the Transduction Barrier, he put a hole in the Quantum Force Field allowing aliens to invade Gallifrey for the first time in Time Lord history. It also gave him the knowledge to build the ultimate personal time weapon: the Demat Gun, a rifle which completely removed the target from all time and space.

Fortunately for Gallifrey, the Doctor's actions were actually a trap for the invaders. By allowing the Vardans access to the Citadel, he was able to identify their species and Time Loop them so that they could never threaten Gallifrey again. Unfortunately, the Vardans turned out to be just pawns in the invasion plans of the Sontarans, who were only defeated through the use of the Demat Gun.

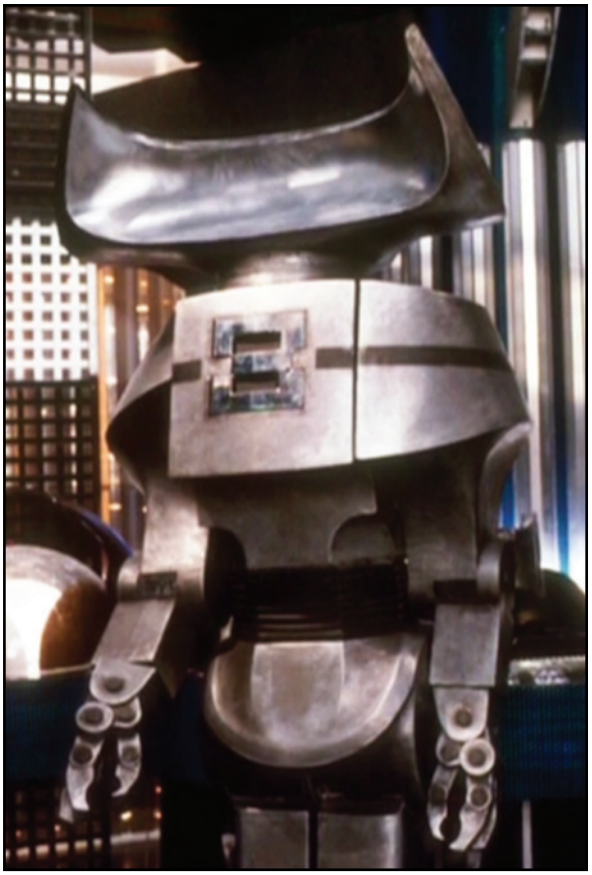
If the perfidy of the Master had roused the Time Lords from their false sense of security, it was the invasion of the Great Citadel itself that slapped them awake to the dangers of a universe that had moved on without them. Many races had become powerful in their own right, powerful enough to challenge even the Time Lords if they set their minds to it, as the relatively unsophisticated Sontarans had so aptly demonstrated. The Time Lords would need to recover the forgotten secrets of the legacy they

had squandered and nearly lost over a million years of indolence if they were to survive and reclaim their birthright as the unparalleled Masters of Time and Space.

THE RAVALOX AFFAIR

In order to discourage and prevent further invasions, the High Council of Time Lords started to actively engage other races and governments (through diplomacy or, if need be, veiled threats) in order to rigidly police time travel experimentation and other incursions into the Vortex. Many races resented the involvement of Gallifrey in their personal affairs and many governments, such as those in the Third Zone, saw their high-handed demands and self-imposed status as Guardians of Time as nothing more than an attempt to maintain the Gallifreyan monopoly on time travel technology.

It was only a matter of time before certain races began to look for ways to either hide their experiments from the Time Lords, or, better yet, just steal the technology from them. A group of extremely advanced aliens from the Andromeda galaxy somehow managed to find a way to do the latter, gaining access to the Gallifreyan Matrix and siphoning off secrets over an extended period of time. Using Earth as base of operations to avoid Time Lord retribution against their own home planet, the Andromedans' activity was eventually detected by the High Council just as they were preparing to meet a robotic retrieval craft and return home.



In a blind panic lest their most advanced secrets be spread across the universe, the High Council unanimously decided to not only hide the stolen data, but to eliminate any evidence of a weakness in their security. Using their most powerful technology, they moved the Earth and its entire solar system 2 light years from its original position, causing a massive solar flare that scorched part of the Earth's surface, killing off 96% of the population and forcing the Andromedans into underground hibernation to await a ship that would never come.

THE TRIAL OF THE TIME LORDS

The Time Lord High Council were now implicitly guilty of not only interfering directly in the affairs of other species, but for causing the deaths of billions. The whole affair was quietly swept under the rug and the High Council silently agreed that all evidence of the event would be hidden or eliminated in order to protect their political standing.

Unfortunately, no amount of interference on their part could hide such a monumental change to the timeline of a Temporal Nexus Point. Eventually, the Earth, or Ravalox as it had been rechristened, was rediscovered by a variety of different parties. One of these, The Doctor, immediately became intertwined in local events and discovered the truth of the matter, if not the identity of the culprits.

Although the Andromedans had died long before and the secrets stolen from the Matrix were destroyed during the Doctor's intervention, there were still too many unanswered questions, too many witnesses and too much evidence to keep the High Council's complicity secret for much longer. Like a lie that grows in the telling, the Council had to act again to cover their tracks, and this meant dealing with the Doctor. Permanently.





In their time of crisis, a mysterious Time Lord figure known only as the Valeyard appeared to offer them a way out in return for the Doctor's remaining lives. Criminal charges were trumped up and the evidence of the Matrix itself was altered in order to bring the Doctor to Trial and take his life for his interference in the affairs of other species. The Valeyard did his job well, even modifying the Doctor's own Matrix evidence to incriminate rather than defend him, and it seemed as though the Council would be rid of the meddlesome Time Lord once and for all.

An unexpected and uninvited witness ruined the proceedings, however. The Master, the Doctor's mortal enemy, invaded the Matrix and spoke on his behalf, revealing the perfidy of the High Council and the actual motive of the Valeyard, who he revealed to be an amalgamation of the Doctor's evil side from a point between his 12th and 13th incarnations. With this information the Doctor was able to defeat the Valeyard, whose real plan was to destroy the High Council using a weapon hidden in the Matrix, and then take over Gallifrey.

The Master did not do all of this out of fondness for his arch-enemy, however. Using the Matrix, he broadcast the entire proceedings of the Trial for all the people of Gallifrey to see. In revealing the depths to which the Time Lord High Council had sunk to hide their malfeasance, his hidden agents in the Capitol were able to stir up insurrectionist activity. As the Master predicted, the Chancellery Guard reacted to the situation with over-enthusiastic force, and this tipped the rest of the Time Lords and the plebeian classes of Gallifrey into open revolt.

By the time the dust had cleared, the High Council had been deposed, many lives had been lost and a great deal of damage had been done to The Citadel and the Matrix itself. The Master, caught off guard by one of the Valeyard's traps, was unable to capitalize on the power vacuum that followed so the people of Gallifrey were spared from falling under his snake-like spell and iron-fisted rule. Instead, a new High Council was chosen from amongst the leaders of the Insurrection and the honour of Gallifrey was restored in the eyes of the people as both Time Lords and ordinary citizens worked together to rebuild their society.

This final revolution combined with all the events of the previous millennia, starting with the Morbius Rebellion, had slowly and subtly changed the Gallifreyan character until a new race had finally emerged from the chrysalis of time. The constant upheaval and intermittent moments of pure chaos had done a great deal of damage to Gallifreyan society in general, but it had also served as the crucible from which the Time Lords would emerge hardened and fully prepared to face the most defining moment in their long history.



THE SHOT HEARD ROUND THE UNIVERSE

In the early years of their history the Daleks fought a continual war of conquest across the cosmos, killing and enslaving billions of innocent life forms in their quest to become supreme beings of the universe.

The renegade known as the Doctor, possibly fearing a future where they might achieve that goal, attempted an intervention far greater in scope and causal effect then had ever been undertaken before: to hamper the genesis of the Daleks, to weaken or destroy them before they could ever become a threat.

Despite his best efforts, the Doctor failed to prevent the Dalek's creation or to convince their creator, Davros, to make them less ruthless. In fact, the best he could manage was to trap them in their underground bunker and delay their progress by a millennia or so, although this did retard their development enough to cause significant changes to the timeline.

What the Doctor didn't realize, and Gallifrey wouldn't for many centuries, was that while he had modified the Dalek's original timeline, he had replaced it with something far worse. His intervention had bought the rest of the universe a bit of breathing room and slowed down Dalek expansion, but only by diverting Dalek attention towards Gallifrey itself.

GALLIFREY'S CALL TO ARMS

Before the Doctor's intervention attempt on Skaro, the Daleks had always been quite pragmatic about Gallifrey. The Time Lords were simply too powerful an enemy, technologically, to take head on. When Dalek technology improved then they would make an attempt to destroy Gallifrey, but logic dictated that it was pointless to fight a war you could not win, especially when the enemy was content to stay put on their home planet and refrained from opposing you directly.

This all changed when they realized that the enemy had already tried to eliminate them as a threat before they were even born. Now, faced with an aggressive enemy that had initiated a major conflict, the Daleks' priorities changed. Logic dictated that if an enemy could travel back in time to wipe the Dalek race out of time itself, that enemy needed to be dealt with as quickly as possible. They had been drawn into a battle for their very existence and, technologically disadvantaged or not, they turned their every resource towards preparation for a Time War with Gallifrey. With patience and subtlety the Daleks gathered information on their enemies and developed their temporal technology until, a few centuries later, they were ready.

The first few direct conflicts were subtle and even the Time Lords did not recognize them as opening salvoes in a larger war at the time. An attempt to duplicate the Doctor and his companions and use them to infiltrate and then assassinate the High Council brought the situation into clear focus, however, and the Time Lords decided that the time had come to take direct action. Hardened and made resolute by centuries of turmoil and determined to define their place as the ultimate force for good in the universe, the Time Lords declared war for the first time since the beginning of their mighty civilization and the High Council began openly sending out field agents in droves to engage the Daleks in small temporal skirmishes in order to give their home world more time to prepare.



THE LAST GREAT TIME WAR

Little is known about the particulars of The Last Great Time War as the deployment of arcane technologies by both sides, devices of such power and scale that their use warped reality itself, prevents any clear understanding of what really went on. A Time Lock was put into place to minimize the spill over effect of the war but the magnitude of the event was such that it touched every species in every timeline on at least a subconscious level, regardless.

The 'lower species' were spared from the more horrific effects of the war, largely unaware as they were of the changes occurring around them, although a general feeling of unease would hover at the edge of even their limited perception for reasons they could not understand. The 'higher' species, those who were time-aware or heavily involved in universal affairs, bore the full brunt of the temporal and spatial disturbances, and entire races had their worlds burnt to cinders, found themselves trapped in incorporeal limbos or were locked into crude time loops, forever doomed to repeat the same actions over and over for eternity. The lucky ones just died, while other less fortunate ones escaped to find themselves wandering alone and homeless, the last of their kind in the universe.

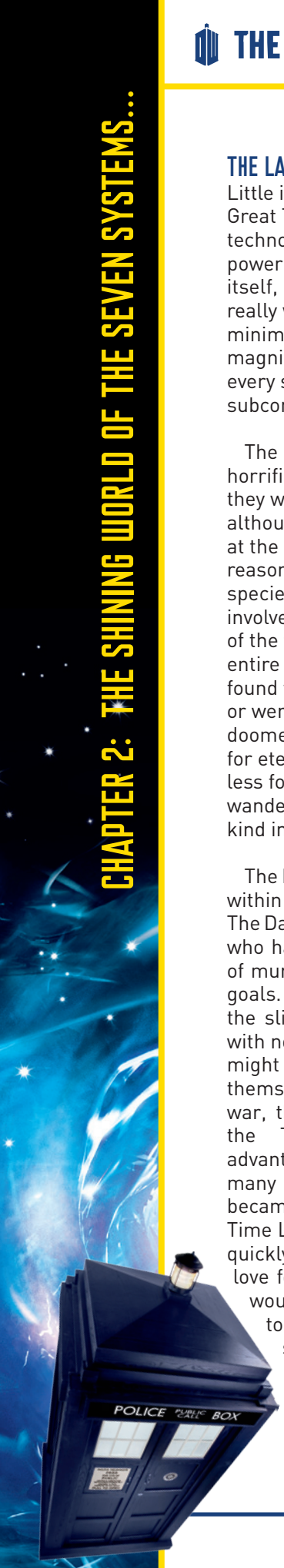
The biggest and most shocking change occurred within the hearts of the Time Lords themselves. The Daleks were a race of dedicated warriors, who had no moral difficulty with the use of murder or genocide to achieve their goals. No atrocity gave them even the slightest pause and they fought with no thought for the damage they might do to the universe or even themselves. In the early days of the war, this allowed them to counter the Time Lord's technological advantage and push forward on many fronts. The idea of defeat became a possibility for the first time in Time Lord history and the fear and panic quickly turned a people who had no love for conflict into a race who would now go to any length to ensure their own survival.

Arcane and previously forbidden machineries of vast destructive potential were recovered from the records of the past, new TARDIS designs were developed and armed with weapons for the first time in Time Lord history and nightmare creatures were brought from the hidden places in the universe to use as biological weapons of war. In their most desperate hour they used vast resources and made massive sacrifices to resurrect the most power hungry and vicious Time Lords from their own past, including the black hearted Master, to serve as leaders in the most desperate areas of the Time War. All pretences were dropped and the Time Lords evolved into beings as ruthless as the enemy they fought in order to win the war for the control of reality itself.

In the final act of the Time War, the Daleks abandoned Time and Space and entered the Vortex in full force to deliver one final and devastating blow to Gallifrey. The Time Lords, seeing total defeat drawing near and determined to see the universe end rather than go on without them, prepared their final solution: the End of Time itself.

As the two mighty species rushed headlong towards universal oblivion, a lone Time Lord, having now realized that his people had become as great a threat to the universe as the Daleks themselves, stood against them both. In the aftermath of 'The Moment,' it is unclear what weapon finally ended the war (only the Doctor knows and he isn't telling), but it consumed both races in a fiery holocaust that destroyed Gallifrey, Skaro and a hundred other worlds, ending the Last Great Time War in bitter defeat for all those involved.

The long history of Gallifreyan civilization, 10 million years from one end to the other, had come to a close and the oldest civilization in the universe was now extinct, the memories of their great deeds no more than a fading whisper echoing down through the corridors of eternity.



LIFE ON GALLIFREY

Gallifrey, widely known as 'the Shining World of the Seven Systems,' was a truly beautiful planet before the Time War ravaged it. Most of the planet was countryside, unspoiled by technology and pollution. The mountains shone in the light of the planet's twin suns and when the trees caught that light in the morning, their silver leaves sparkled like fire, turning to flame in the autumn. It was truly a place of bucolic and idyllic beauty, but for all of the planet's natural splendour, few of its occupants lived out in the countryside. While many noble lineages owned vast estates where they brought up their families, the main population and business of Gallifrey was centred in its only city, the Great Citadel.

Set on the continent of Wild Endeavour, nestled between the mountains of Solace and Solitude, the Citadel was a vast domed arcology that served as the seat of Gallifreyan civilization. It was a place of power and technology, with little in the way of vegetation or natural splendour and mainly composed of vast cathedral like spaces connected by metal walkways and secured by vast steel doors. To the Time Lords, natural beauty was for the countryside. The Citadel was, in contrast, grand but austere, dedicated to the solemn business of watching over the universe and maintaining the great power and office of the Time Lords.

While the Citadel was huge for a building, it was also small for a city, but only in appearance. Through the use of dimensional engineering the Citadel housed almost the entire population of Gallifrey with room to spare. Vast and complicated machines reached out into time and space, massive recycling systems provided life support for the entire population and great workshops built all manner of advanced technology including new TARDIS units, and all within a transparent dome that seemingly contained only a single city block.

THE ACADEMY

Gallifreyans were not born as Time Lords. All Gallifreyans had the right to earn that title and the privileges that accompanied it, but to do so was a long and arduous process that started at birth and could last for many decades or even centuries.

PLANETARY LOG: GALLIFREY



SYSTEM DATA

STAR SYSTEM: Kasterborous

STARS: Gamma Kasterborous A (Main Sequence Class G), Gamma Kasterborous B (Main Sequence Class M)

PLANETS: 6

HABITABLE WORLDS: Gallifrey (#3), Karn (#4)

PLANETARY DATA

SIZE: Large

GRAVITY: 1.5 g

LAND MASS: Rocky, with little free standing water.

ATMOSPHERE: Earth Standard

CLIMATE: Arid

SATELLITES: 2 Large Moons

SENTIENT SPECIES: Gallifreyans, Time Lords

All Gallifreyan children, regardless of class or status, went through the same basic education process. Between birth and the age of eight, these children were brought up by their extended family and taught the Gallifreyan language, culture and basic mathematical and scientific skills. The average 'time-tot,' as they were colloquially known, was far more intelligent than the equivalent human child, having gained an education that would be the envy of most college students at a very early age.

The price of this accelerated learning came at a cost, however, as Gallifreyan children could only be said to have had a childhood in the loosest sense of the word. From birth a young Gallifreyan was taught to sublimate their childish impulses to a life of duty and obedience. Frivolous activities like 'play' were frowned upon and discouraged when not actively disallowed.



At the age of eight, all young Gallifreyans were taken from their families and entered into The Academy. For their initiation, the young novices were brought before the Untempered Schism, a hole in reality that allowed them to see directly into the Space-Time Vortex. This total image of eternity, the raw power of all time and space, was allowed to flood their young minds not only to attune them to the Vortex but to impress upon them the awesome responsibility that would be theirs should they complete their training and become fully-fledged Time Lords.

Academy training was incredibly varied and a student's progress was marked out by various grades. Such grades were hard to attain and advancing even a single level could take decades of hard work and dedication, but the higher a student's grade, the more responsibility and privileges they could attain. At Grade 6, for instance, students would be given specific tasks or duties tied to the upkeep or administration of the Citadel based upon their talents and coursework. The most gifted students would be assigned posts in high-security or sensitive areas like Gallifreyan Space Traffic Control or Temporal Nexus Point Observation, while those with less than stellar academic records would serve as dogs-bodies for the Cardinals or even higher-ranking students.

When one considers the time and effort needed to achieve even the basic level of study the Academy offered, it is little wonder that few Gallifreyans managed to complete their education past Grade 6 and that fewer still managed to earn the title of Time Lord. This was intentional, as the responsibilities of the Time Lords were too great and the consequences of mishap too dangerous to allow lazy-minded dullards to join their ranks. For those who managed to complete their basic education, however, there were still positions to be had as junior technicians, lab assistants, Chancellery Guards or (for those who found even Grade 6 too academically strenuous to attain) artists and media personalities.

Those who continued their studies would soon earn the equivalent of multiple university degrees in a few key areas of academic focus and become well versed in many minor areas of interest. With their academic bona fides and intellectual perseverance proven, these advanced students were trusted enough to be taught advanced temporal theory, TTC design and TARDIS operation. The most qualified and intelligent students even had the opportunity to serve as assistants and/or crew on senior Time Lord research trips out into the wider universe.

After at least a century of study and service to their planet a student would be ready to take their final examination. A succession of Cardinals would orally test the student on anything and everything they had learned at their time in the academy, particularly their knowledge of Gallifreyan Law and Temporal Theory. Each Cardinal would then grade the student and all of these grades would be averaged. If the student managed to gain at least a 51%, their genetic code would be stamped with the Rassilon Imprimatur, making them fully fledged Time Lords.



THE ACADEMY CHAPTERHOUSES

Students were separated into a number of different Chapterhouses upon entry into the Academy based upon their personalities and talents. It was there that the novices did their basic coursework and made their first formative personal connections with other like minded young Gallifreyans. Although later, more advanced classes would involve teachers and students from other colleges, the student's Chapterhouse would serve as the main source of authority and influence over them for the rest of their time at the Academy, and often well into later life as well.

There were a number of Chapterhouses in the Academy, each dedicated to a specific philosophy of instruction, but the three most influential were the Arcalia, Patrex and Prydon Chapters.

ARCALIAN: Designated by their colours of green and brown, the Arcalians were the second most powerful college in the Academy. Scientists of the first rank, those from the Arcalian Chapter were typically the leaders in their respective scientific or technical fields.

PATREX: The Patrexes were an order of artist-philosophers designated by their heliotrope robes and far away expressions. Although their focus on art and philosophy held less importantance in Time Lord society and their college produced few actual Time Lords, those who recieved their investiture were respected as great thinkers and their advice was always welcomed.

PRYDON: The members of Prydon Chapter were known for their devious and cunning natures, and it was said that you should never take your eyes off of anyone bearing orange and scarlet robes. The Prydonians claimed this to be an overstatement of fact and often explained it away by saying that they merely saw a bit further ahead than others. It is not without reason, however, that more Time Lord Presidents came from this Chapter than any other (as have the majority of Renegades) and it was their brilliant byzantine minds that gave them primacy over all other Chapters.

LIFE AS A TIME LORD

Time Lords had few options open to them after graduation. They could remain in the Academy as junior Cardinals to teach a new generation of students as well as to do advanced research. As might be expected, many Time Lords became historians and anthropologists although only the most senior and trusted individuals would be allowed the privilege of taking a TARDIS out for actual field work.

Ambitious young Time Lords, inspired from childhood by their view of the Untempered Schism, could join the Observation Services to watch the rest of the universe for signs of temporal damage and to maintain the integrity of the time-space continuum. Those who served with diligence and distinction were even allowed to take a TARDIS out on occasion to deal with problems that could not be solved from Gallifrey (say, removing a TL11 device from a TL5 planet) as long as they could visit the site quietly, fix the damage, and return without overt interference.

Time Lords of a less academic or altruistic bent took up a political career. Working on never-ending research projects designed to maintain their academic standing amongst a people who judged scientists to be best suited to govern, these devious politicos spent their real efforts furthering their byzantine political agendas and seeking power amongst the High Council.

Finally, there were those Time Lords who were so obsessed with their own personal fields of study that they locked themselves away from Time Lord society in general, only begrudgingly coming out to socialize when forced to by decorum or a need to acquire access to specialized information or parts. Quite a few TARDIS engineers fell into this latter category, finding the company of their semi-sentient charges much more interesting than that of other Time Lords.

To be a Time Lord was to lead a monastic life of academic contemplation or political chicanery and there was little outside of those two activities. The ability to regenerate gave Time Lords a lifespan well beyond the average Gallifreyan and with this long life often came boredom and an overwhelming sense of ennui. Very senior Time Lords would find their later incarnations lasting shorter and shorter

THE RASSILON IMPRIMATUR

Being a Time Lord meant more than simply having a good education, political power and a pompous title. The Rassilon Imprimatur actually changed the body of a Gallifreyan on a genetic level, forcibly evolving them from mere terrestrial beings into creatures of time, itself. Many of the benefits from this are covered in the Time Lord Trait, but there are a host of other benefits as well, including bodily regeneration, the ability to symbiotically link to a TARDIS and the ability to survive for short periods in the Vortex without immediate dissolution (D6xResolve minutes, in game terms).

Most importantly of all, Time Lords are 'mapped' onto the Vortex by their genetic investiture. This means, in effect, that a Time Lord's 'reality' is much more solid than other, more ephemeral beings, and as a consequence is that much harder to change or erase. Even taking earlier incarnations out of their respective timelines serves only to weaken a Time Lord rather than erase them outright, and the Blinovitch Limitation field around a time-knapped earlier incarnation is so strong that it is very difficult to do any permanent harm to them. This gives a Time Lord time to locate the source of their problem and hopefully correct it before too much damage can be done to their permanent timeline.

periods as the need to 'shake off' the shackles of mental and physical malaise would lead them to unconsciously regenerate into older bodies with shorter life-spans. It was rare to find elder members of Time Lord society who didn't look the part.

As the millennia went by, a few fought this by going a bit senile to protect themselves from the grinding engines of eternity. Many fought off the crushing boredom by hopping from one academic interest to another, becoming even more active in politics or by delving into esoteric, highly dangerous or even forbidden knowledge. A rare few left Gallifreyan society altogether, becoming Outsiders or even Renegades, seeking the wonders of life outside of Gallifrey to revitalize their dwindling spirits. Most, however, were just content to become crusty old senators, consolidate their power and let the dust of ages smother any spark of personality or drive they might still possess.

TIME LORD GOVERNMENT

Interestingly, for all the complexity of their power and technology, Time Lord government was very simple indeed. All Time Lords, as the ruling elite of Gallifrey, were allowed to run for a place on the High Council, the main representative political body on Gallifrey, although in practice, only the most senior and/or respected members of Time Lord society stood a chance of being elected.

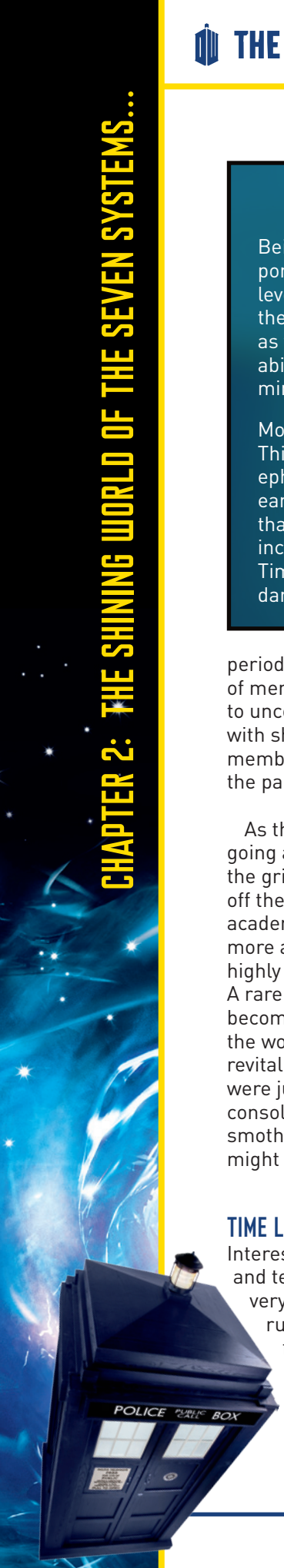
From this body, various leadership positions were filled, including the following 'High Offices.'



The President

The role of the President, while largely ceremonial, had far ranging powers and their orders were typically followed to the letter out of respect for their high office. A unanimous vote by the Inner Council could override the President's decisions, although in practice this was exceedingly rare. The office of the Chancellor also served as an impediment to presidential overreach, but outside of that, the President had supreme executive power.

The President was easily recognizable. They wore white robes and carried three symbols of office, all powerful artefacts of ancient Gallifrey created by and named after the first President: The Crown of Rassilon, The Sash of Rassilon and the Rod of Rassilon; although only the crown was ever used and rarely at that. The President was also served by two Time Lords who remained at their side constantly, a mixture of secretary, advisor and ceremonial attaché. In order to avoid conflicts of interest, they could not be members of the High Council, but the position was often seen as an important stepping stone for those who sought leadership positions after their president had left office.



Presidents were nominally elected by The High Council, but it was customary for an outgoing President to make an Honours list, which, among other things, included the name of the person they wished to see as their successor. Considering the great weight Time Lord society placed upon the wisdom and experience of one who knew firsthand the requirements for such a position, it was rare for the Council to vote against the President's wishes, even if another Time Lord sought candidacy. When it did happen, it was usually in answer to a weak President or a weak or unpopular successor.

Presidents could be deposed by the High Council although this was extremely rare and typically only occurred in circumstances of extreme abuse of power, as with Morbius, or a lack of interest in or outright abandonment of duties, as was the case with the Doctor.



The Chancellor

This Time Lord was the administrative head of Gallifrey, seeing to the daily operation of The Great Citadel and making sure that the wheels of government turned smoothly.

Apart from the President, the Chancellor was the most respected member of Time Lord society and he acted as a check on the authority of the President, possessing certain rights and having access to ancient and highly confidential secrets of office (like the location of The Great Key) that kept the balance of power. In the case of administrations with particularly weak presidents, however, the Chancellor could become the defacto 'power behind the throne' if they were devious enough.



The Castellan

This Time Lord was responsible for the internal security of the Citadel and managed the Chancellery Guard. The Castellan is noteworthy in that while they did have authority to access sensitive information, like Biodata Extracts, and to arrest and detain Time Lords, he dealt mainly with the plebeian classes of Gallifrey, keeping order and investigating what few crimes occurred. This rarely involved anything worse than minor acts of vandalism or petty rule-breaking, but the Castellan and the Chancellery Guard were also, on occasion, called in to quell unrest or even possible insurrection amongst the disgruntled rabble-rousers known as 'Shobogans.'



Keeper of the Matrix

Formerly known as the 'Coordinator' and not originally a position of any real prestige or power, the name and duties of this office changed after the Master revealed the true extent of the APC Net's capabilities. The Keeper was the Time Lord most familiar with all that was then known about the Amplified Panatropic Computational Network. They monitored, maintained and adjusted the physical equipment and used it to pull out prognostications of future events based on predicted probability curves.



Other Positions of Import

There were several minor positions and titles of influence in Time Lord society outside of the main political offices. While few of these titles claimed much in the way of real power, the respect they provided could often grant the Time Lord in question the ear of one or more of the Inner Council or even the President. Of particular note were the various Cardinals who, along with their normal teaching duties, served as the administrative and political heads of the Academy Chapterhouses. Their advice was highly sought after and rarely went unheeded due to the almost religious deference Gallifreyan society bestowed upon those with great knowledge. After all, who is more knowledgeable than the 'high priests' of education?

The Inner Council

The six most senior Time Lords, including the Chancellor and the Castellan, would make up an Inner Council that advised the President and, as mentioned before, could veto presidential decisions with a unanimous vote. Most of the day to day decisions regarding Gallifrey were

VISIONARIES

While every Gallifreyan had an innate connection to time and perceived reality through a 4-dimensional lens thanks to their exposure to the Untempered Schism, an extremely rare few had minds that were almost one with the Vortex. These individuals had an all encompassing vision of time that allowed them to predict the future of people, places, alternate timelines and even whole species with uncanny accuracy.



Of course there are downsides to being able to see the flow of the Vortex in one's head. No mind can stare at the whole of creation without losing their grip on the moment, and the more they take in and process, the more disconnected their mind becomes. For many, the incessant visions gave no respite and most were driven into a semi-catatonic state where they were incapable of anything but scribbling out endless streams of random thought that contained hidden clues to future events.

Rassilon and his contemporaries understood the source of these precognitive abilities and found the scarce few individuals who possessed them to be an invaluable asset. Some such 'prophets' even became a part of Gallifreyan legend themselves. After a few millions years, however, the Time Lord's knowledge of their past and the extent of their own abilities faded to the point that precognitive powers, along with a host of other esoteric and hard to explain abilities, were relegated to the twin realms of myth and superstition. 'Seers' and 'fortune tellers' would pop up from time to time, of course, but as no one in the Time Lord elite seriously believed in precognitive ability any more, most of these unfortunates were ignored and left to mutter endlessly to themselves, their families keeping them hidden away from the general population as best they could.

After the Master's attempt to steal the Eye of Harmony, however, a renewed interest in exploring and recovering the secrets of the past led the Time Lords to re-examine the ancient idea of precognition. In the final years of Gallifrey, anyone who showed the 'gift of prophecy' was immediately placed in the custody of a Time Lord 'Minder,' a trained specialist whose sole responsibility was to care for them and monitor their random, often incoherent ramblings. The most salient and useful of their rather cryptic 'visions' were collected, transcribed and subjected to much analysis and debate.

After the weaknesses in the predictive abilities of the APC Net and proof of tampering with Matrix records were revealed, those with precognitive talents became invaluable in double-checking and verifying Matrix predictions. Eventually, an eighth seat appeared at the table of the Inner Council reserved for 'The Visionary,' an exceptionally powerful precog whose prognostications were recorded in order to help guide the rest of the High Council in their decision-making. The Visionary had no right to vote, they were often incoherent, but the occasional snippets of rational thought that came from their Vortex drenched visions would often provide vital clues to the High Council about what could be. They became especially useful in the years leading up to the Time War.

In game terms, having 'The Sight' is a Special Trait, the rules for which are found on pg.36.



handled by the Inner Council, with the rest of the High Council only becoming involved in cases of great import (depending on the prestige of the Time Lord pushing the agenda item) or sweeping effect (something that happened once every few millennia at best).

The Panopticon

The High Council convened within a massive chamber in the centre of The Capitol known as the Panopticon. This great assembly hall was the seat of Time Lord government as well as the focal point for all Time Lord ceremonies, such as the induction ceremony of a new President. A prominent dais, from which the President and the Inner Council presided, rose up from the centre of the chamber and was surrounded by an arena of platforms bearing the Time Lords of the High Council. The décor would change depending on the whims of the President, but the awe-inspiring spectacle of power and prestige always remained.

The Panopticon was considered off-limits to the general public in all but ceremonial occasions, when reporters and lesser Time Lords were allowed access to observe the proceedings. Access became even more restricted after the re-discovery of the Eye of Harmony underneath the central dais, and entering the Panopticon when there was no council in session was forbidden to all but the Inner Council without special permission.

LAW AND ORDER

Given that the needs and basic desires of every citizen were met, crime was a bit of a rarity on Gallifrey. Nevertheless the Time Lords maintained a police force in the shape of the Chancellery Guard. This force was drawn from the plebeian classes and offered an alternate method of personal advancement for those less inclined towards the monastic educational path of the Time Lord.

The loyalty of the Chancellery Guard was primarily to the Castellan whose responsibility it was to deploy them as needed for patrols, honour guards for dignitaries, or to investigate crimes. As such, as the Castellan's loyalty went, so did the Guard's and it was not uncommon for a particularly ambitious Castellan to use his forces for his own political gain. It was also not uncommon for individual guards to be bribed or coerced into becoming cat's-paws in the internal power struggles between individual Time Lords, members of the High Council in particular.

The Guard patrolled regularly, although the lack of any true security threats or criminal activity resulted in a distressing lack of ability which allowed renegades and interlopers a greater degree of freedom than in many less advanced cultures. The members of the Guard were not stupid, however, and given the lack of criminal activity on Gallifrey they could often be a bit overzealous in their duties when a problem



did arise, doling out draconian judgments rather than simply keeping the peace. Known renegades needed to show extreme caution lest they be shot first and questioned afterwards.

The Chancellery Guard were allowed to interrogate potential suspects using force, if necessary, although they would rarely dirty their hands with physical abuse, relying instead on Mind Probes to extract the truth. They were also the only Gallifreyans allowed to carry weapons. Each guard was issued a 'Staser' a small energy pistol that could instantly stun or kill even a Time Lord, making them dangerous opponents.

Should an official Inquiry or Trial become necessary, this would be handled by a separate group of Time Lords known as the Supreme Court of Gallifreyan Law. Only the brightest legal minds were chosen to become a member of the Court and no Time Lord could serve simultaneously on both the Court and the High Council. In theory, this allowed the Court to keep a certain amount of autonomy from the political machinations of the Council and focus entirely on the discovery of absolute truth and the application of true justice. In theory.

Should a person or person find themselves subject to an inquiry or trial, they would be taken before a jury drawn from Time Lords serving on the Supreme Court. A senior member of the court would act as Inquisitor, a judge of sorts who would keep order during the proceedings, and another member of the Court would take the place of Valeyard and bring the case against the accused. The person or persons on trial could defend themselves or be provided with an advocate, also drawn from the Supreme Court, to speak in their defence. After evidence and arguments were presented for both sides, the Jury would confer and the Inquisitor would render a judgment based upon their findings.

STASERS



The standard issue weapon for the Chancellery Guard, the Staser (or 'Stun Laser') had two settings. The standard, low power setting, S (S/**S**/S), disrupted the target's nervous system in order to render them unconscious for 2D6x10 minutes.

The high powered setting, L [6/**L**/L], destroyed living tissue and also disrupted the nervous system to inhibit a Time Lord's ability to regenerate, killing them instantly with a well placed shot.

Staser fire is primarily designed to affect living tissue and is less effective against non-living material. When used against inanimate material, the damage from the high powered setting is reduced to 5 [2/5/7] for Staser Pistols and 6 [3/6/9] for Staser Rifles, while the low power setting has no effect at all.

Stasers come in pistol and rifle forms, the latter adding a +1 to the user's Marksman Skill due to their extreme accuracy.

Once the lost knowledge of the Matrix was recovered, it was increasingly made available to the Court in order to replay events from the past or even the future. As a result, it was often a simple matter to determine whether the accused actually committed the infraction in question or not and trials in the final years of Gallifrey were rarely held to validate or disprove the facts of the crime. They were, instead, used to judge the morality of the actions behind the infractions in order to hand-out an appropriate sentence or possibly even to acquit the accused should the evidence show that they were not morally culpable for the events in question. The Ravalox Incident, however, had shown that such evidence was susceptible to tampering and any trials held after that point were based on a mix of physical evidence and material witnesses from the appropriate space-time loci as well as Matrix projections.



The plebeian classes rarely faced trial. Most of their infractions were considered too unimportant to warrant examination by the Time Lords and were handled, instead, by the Chancellery Guard who served as the main law enforcement establishment for common Gallifreyans, with the power to detain and judge non-Time Lords as they saw fit. There were a few rare cases, however, of plebeians being used by Time Lords to further their agendas through theft, sabotage or even assassination, and these accessories, or patsies as the case may be, would often be given lavish show trials followed by banishment into the wilds of Gallifrey (a horrifying prospect for the average Gallifreyan) as a way to dissuade the lower classes from such activity.

Time Lords might find themselves on trial as part of some power play in the byzantine politics of the Citadel, but normally, they were only brought before an Inquisitor for violations of the Laws of Time or for intervention in the affairs of other worlds, the highest of high crimes on Gallifrey. Unless there were extremely extenuating circumstances, said Time Lords could expect exile on some primitive world at best, incarceration in a stasis cell on Shada if they were unlucky, and total disintegration if they were considered an irredeemable threat to the universe.

In addition to their own people, the Time Lords had also, in their role as guardians of space-time, brought charges against advanced species or non-Gallifreyan time travellers for transgressions against the laws of time or for actions that threatened the universe as a whole. Because of their non-intervention policy, the Time Lords were loathe to do this in all but the most exceptional circumstances and, as such, being found guilty would typically see individual criminals locked up in Shada or entire species trapped in a time loop for all eternity.

THE APC NET (AKA THE MATRIX)

The Amplified Panatropic Computational Network was a technological legacy of the ancient times that still saw use on modern Gallifrey, although few really understood the true extent of its capabilities until well after the intervention of The Master. A supercomputer built out of a framework of trillions upon trillions of electro-chemical cells in a continuous matrix, it was, in effect, a large technological brain that served as the repository for all the knowledge and experience of the Time Lords.



The comparison of the APC Net to a living mind was not merely a convenient abstraction. The system actually contained the mental patterns of almost all of the Time Lords that had ever lived, each one having had their brains scanned and stored in the Net just before final death. As such, it was more than a mere machine and was capable of making outstanding intuitive leaps that were well beyond the reach of even the most sophisticated computers. This allowed it to make extremely accurate predictions of future events and that was one of its main functions.

The APC Net was generally accessible by most Time Lords as a computer system and database. Access to particular functions and records, as when using it to extract timeline predictions or to retrieve Time Lord Biodata Extracts, was restricted to members of the High Council. Access to the most sensitive and forbidden knowledge, like the knowledge to build a Demat Gun or modify the Quantum Forcefield around Gallifrey, was restricted to the President himself. Such knowledge could only be accessed through the Crown of Rassilon and great mental effort was needed to push past the psychic barriers set up by the minds of past presidents to protect the greatest secrets of the Time Lords.

The person in charge of the maintenance and upkeep of The APC Net was known as the Coordinator. This office took on more importance after the rediscovery of the true capabilities of the APC Net and eventually, with the rediscovery of the Key of Rassilon, the title changed to the much more important sounding Keeper of the Matrix. Theoretically, the Keeper was the only one with unfettered access to the machinery of the Matrix and the Key of Rassilon was kept on their person to prevent misuse or sabotage. Unfortunately, forged keys could be created and the data streams from a multitude of linked TARDIS units could be tapped by those with a phenomenal grasp of mathematics and exitonic circuitry (such as the Master).

With the discovery of record alteration by renegade Time Lords and data theft by an alien race who actually managed to break into the Matrix from outside of Gallifrey, the Time Lords decided to depend less on its predictive faculties and to rely more on the prognostications of Visionaries (see pg.22) instead, although the Matrix still remained as the ultimate repository for Gallifreyan knowledge.

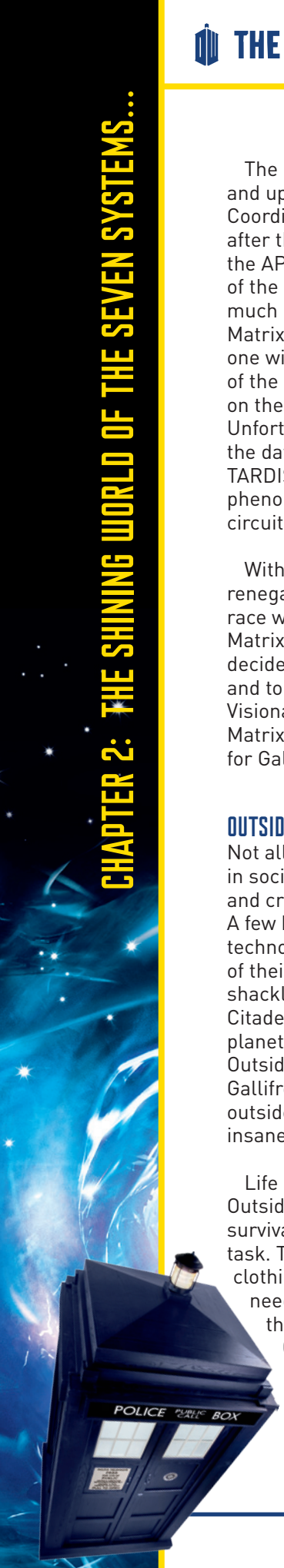
OUTSIDERS

Not all Time Lords blithely accepted their place in society and some chafed at the stifling rules and crushing boredom of life in the Citadel. A few believed that dependence on advanced technology had led to the spiritual malaise of their people and decided to cast aside the shackles of technology and the comfort of The Citadel to return to the wild open spaces of their planet. These 'wild' Gallifreyans were known as Outsiders and, considering the fear the average Gallifreyan held for the primitive conditions outside the Citadel, they were considered quite insane by the general population.

Life out in the wilderness was harsh, but the Outsiders applied their Time Lord intellect to survival just as they would any other scientific task. They were more than capable of feeding, clothing and sheltering their own and neither needed nor wanted any assistance from their brother and sister Time Lords in the Citadel, with whom they shared a mutual disgust. In fact, the only instance in which the Outsiders had ever set foot in the Citadel was to help to repel alien invaders during the Vardan/Sontaran invasion, and they only did that at the behest of another who understood their ways: Leela, the savage companion of The Doctor.

A few Outsiders craved a life of solitary contemplation and shunned even Outsider society so that they might spend their days in a quiet search for enlightenment, although they would freely share their wisdom with anyone worthy enough to seek them out, be they Outsiders or even, on rare occasions, Time Lords from the Citadel. A few of these hermits and wise-men learned to uncover their true Time Lord potential and gained immense and subtle powers. One such hermit, known as K'anpo, reached such a state of inner perfection that he was rumoured to able to call forth his own Watcher to act as his servant and eventually left Gallifrey by mentally projecting himself through the Vortex without the aid of any temporal technology!





RENEGADES

While most graduates found productive outlets for their restless natures, and a few forswore their ancient birthright to live in the wilds of Gallifrey, there were still other Time Lords who so chafed at being chained to just one time and place that they finally made the decision to leave their home and escape out into the wider universe.

Having stolen temporal technology from their own people as a means of survival in a hostile and uncaring cosmos, most of these renegades would lay low, living out their lives as far under the radar as possible and giving their people no pressing reason to pursue them. Others would flout the laws of the Time Lords and seek to carve out their own petty empires using their Time Lord knowledge and technology.



Renegades were a touchy subject for the Time Lords. Their official position was that all intervention not approved by the High Council was a high crime punishable by imprisonment or death, and the High Council never approved of intervention. Their unofficial position, however, was to give renegades a very long leash and even occasionally steer their efforts towards problem areas the Time Lords wanted dealt with but refused to sully their own hands over. This meant that most renegades found themselves free to roam the universe, with only the occasional deft touch of the Inner Council interfering in their affairs (using, it was rumoured, a shadow organization of Time Lords known as the Celestial Intervention Agency).

Renegades who actively attempted to change history or shape it to their own ends, however, were immediately 'reeled' back in as soon as the effects of their tampering became apparent. The most clever ones, however, learned to disconnect the Matrix Link to Gallifrey in their TARDIS without disabling it and escaped to pursue their evil designs, their only true opposition coming from other Renegades.

During the Time War, many renegades were called back to help defend Gallifrey and even the most evil were given a full pardon to ensure their return. Due to their wide ranging practical experience in matters of intervention and time line manipulation, many were even chosen to take leadership positions in the war. The Master in particular, was considered the perfect time-warrior and the Time Lords spent a great deal of their resources to bring him back to life in a new body with a full set of regenerations in order to fight the Daleks. This only delayed the inevitable, however, and Gallifrey was doomed as the Master fled, unwilling to give his life for his people and the Doctor turned on them, willing to destroy his own race to end the war. But then, what else would one expect from renegades...?

THE PLEBEIAN CLASSES

Those who failed to complete their training at the Academy and did not recieve the Time Lord investiture became part of the plebeian class of ordinary Gallifreyans. They were free to pursue whatever activity they desired, be it work or leisure, just so long as they

obeyed the rules and strictures set down by Gallifreyan Law and didn't interfere with the work of the Time Lords. And because of the high tech level Gallifrey enjoyed, even the most indolent Gallifreyan had access to a standard of living that was the envy of the universe.

Due to the vastly extended lifespan Gallifreyan medicine allowed them, the average plebeian typically found some way to fill their time. Some pursued maintenance careers, keeping the infrastructure of Gallifrey humming along. Others handled mundane research tasks for the Time Lords. Still others engaged in artistic pursuits or joined the Chancellory Guard.

Not everyone found constructive ways to occupy their time, however, and even Gallifrey had it's rabble-rousers. Spoiled by a society that provided every amenity, bored from lack of challenge and too shiftless to actually look for one, these miscreants (known as Shobogans) spent a great deal of their time vandalizing property, trying to sow dissent and generally behaving in ways that had little effect on Gallifreyan society as a whole, but did give the Chancellory Guard something worthwhile to do.

PC RACE: GALLIFREYAN (3 CHARACTER POINTS)



If the Gamemaster allows, a regular Gallifreyan would make an excellent travelling companion in a campaign set before the events of the Time War. There are many possible reasons a Time Lord might end up with a member of the plebeain classes onboard: they might be technician who was working on the TARDIS when it was hijacked, a student observer from the Academy or a stowaway who wants to see the universe but doesn't want to have to become a Time Lord first. Whatever the case, it is likely that they'll end up getting more than they bargained for and by the time they manage to find a way home, they may not want to return.

When you build a Gallifreyan character, you must spend 3 Character Points. In return, you recieve the following Attribute modifiers and Traits:

ATTRIBUTES: Ingenuity +1, Strength -1

TRAITS: Technically Adept, Psychic (Restriction: Contact or recognition of other Gallifreyan's only), Resistance (Radiation)

If the Gallifreyan character spends 1 additional Character Point, they may remove the restriction on their Psychic Trait and may then purchase other Traits that require Psychic as a prerequisite.

NEW TRAIT: RESISTANCE (MINOR ALIEN GOOD)

One specific environmental force or source of damage has less effect on the Alien with this Trait than it would on a human.

EFFECT: Pick a single element or force, like gunfire, radiation or heat. The character halves any damage or effects from that specific source.



3: I WALK IN ETERNITY...



LAST OF THE TIME LORDS?

Whilst playing the Doctor can be great fun, you might eventually decide that it would be more fun to create your own legend from the start rather than retread the path of an already legendary Time Lord. When considering the presence of Time Lords in the campaign, however, there is one sticking point: there are no others. The Doctor is the last one, with even the Master having disappeared into the Time Locked Time War with the rest of his people.

There are ways around this, however. The first and most obvious is to play in the period before the Time War. Gallifrey is still around, the Time Lords are still the 'crusty old senators' who generally keep the time lines intact but seldom interfere, Rassilon is a long dead legend and time travel is limited to all but a very few highly advanced races. When playing in this period, Time Lord Player Characters will fit a number of roles and have a plethora of reasons for travelling about, away from Gallifrey.

The other option is to play a Time Lord who, like the Doctor and the Master, escaped the Time War. Like the Master, they might have used the Chameleon Arch to disguise themselves or they might have become caught in a Time Loop, lost in an alternate dimension, frozen in an iceberg or have otherwise become trapped or imprisoned, awaiting someone (perhaps one of the other player characters) to stumble upon their prison and free them.

Another option is to have the adventures take place in a universe in which the Doctor died in the Time War or never even existed, his place in the grand scheme of the cosmos being taken up by your Time Lord character instead! You could even start from the very beginning, with your Time Lord leaving Gallifrey and tracing their own path of adventure over 900+ years in place of the Doctor. They can be the first to meet the Daleks, save the universe from Omega or be enlisted to find the Key to Time! The adventures will be different, but the path to legend is now open to you.

All that being said, you should talk with the GM about how your Time Lord will fit into his campaign before making your character, that way you can both work out a plausible reason for their existence in the universe. The conversation might even spark a good idea for a cool character concept...



ADVANCED TIME LORD CREATION

The following rules expand on those found in the Doctor Who RPG Core Set and give you the opportunity to add a little more character and complexity to your Time Lord Player Character.

The Gamemaster is free to determine which, if any, of these rules apply and may restrict specific Traits or disallow the acquisition of a TARDIS as they see fit, based upon the tone or complexity of the game they want to run, so be sure to talk with them before you start.

When creating a Time Lord using the Advanced Rules, follow these steps:

1. CHOOSE A CHAPTER

All Time Lords are separated into various Chapter Houses upon entry into the Time Lord Academy based upon their talents and personality types (see pg.19). Each Chapter had its own way of doing things that produced Time Lords of particular abilities and talents, represented by the Chapter Packages below.

The first three packages represent the three most powerful Chapters on Gallifrey during the Doctor's time. The Lesser Chapter option allows a player to come up with their own custom Chapter to represent one of the many lesser Chapters in The Academy with their own specialty. Choose one for your Time Lord, reducing your starting Character Point (CP) and Story Point (SP) totals by the amount indicated for the cost of the package and adding the Skills and Traits given to your character sheet.

Traits listed with an ** are new Time Lord Traits, which can be found beginning on pg.33.

PATREX (4CP, 4SP)

The Patrexes were philosophers and artists with a talent for insight. A Patrexian Time Lord takes the following Bonuses and Traits:

SKILLS: +1 Convince or Craft

GOOD TRAITS: Charming, Epicurean Tastes or Keen Senses, Psychic Training, Time Lord

In addition, you may choose ONE of the following Traits: Frivolous Talent**, Hypnosis (Minor) or Psychic

BAD TRAITS: Eccentric, Distinctive, Code of Conduct or Obsession (Minor, Choose One)

PRYDON (7CP, 4SP)

Prydonians were known for their cunning and devious minds. A Prydonian Time Lord takes the following Bonuses and Traits:

SKILLS: +1 Convince or Subterfuge

GOOD TRAITS: Artron Battery** or Face in the Crowd, Indomitable or Friends (Major), Resourceful Pockets or Hypnosis (Minor), Time Lord, Voice of Authority

In addition, you may choose ONE of the following Traits: High Office**, Psychic, Vortex Born**

BAD TRAITS: Adversary (Major) or Dark Secret (Major), Cloistered** or Owes Favour (Minor).

ARCALIAN (3CP, 4SP)

The Arcalians were supreme scientists dedicated to the acquisition of knowledge. An Arcalian Time Lord takes the following Bonuses and Traits:

SKILLS: +1 Science or Technology

GOOD TRAITS: Technically Adept, Time Lord

In addition, you may choose **ONE** of the following Traits: Block Transfer Specialist**, Time Lord Engineer** or Vortex Born**.

BAD TRAITS: Insatiable Curiosity, Obsession (Minor, Acquire Knowledge).

LESSER CHAPTER (2CP, 4SP)

The Time Lord comes from one of the lesser known Chapters. You should come up with a name for your Chapter and decide what colour or colours are associated with it, as well.

GOOD TRAITS: Time Lord

In addition you may take a +1 to a single Skill or take a single Minor Good Trait to represent your Chapter's academic specialty.

BAD TRAIT: Take one Minor Bad Trait to represent a common failing of the students of this Chapter that keeps it in its Lesser status.

2. CREATE YOUR CHARACTER

Continue with basic character creation using the rules found in Chapter Two of the *Core Set Player's Guide* and remembering to subtract the points spent on the Chapter Package above from your starting Character Point total. In addition, as a Time Lord character, you may now use Character Points to purchase the new Time Lord Only Traits found beginning on pg.33.

3. ACQUIRE A TARDIS

Now that you have your Time Lord, it's time to 'acquire' a TARDIS from the sidebox on the right. This requires the expenditure of Story Points, and the more you spend the more modern and up to date your TARDIS will be.

Descriptions of the various TARDIS units and rules for customizing them can be found beginning on pg.110.

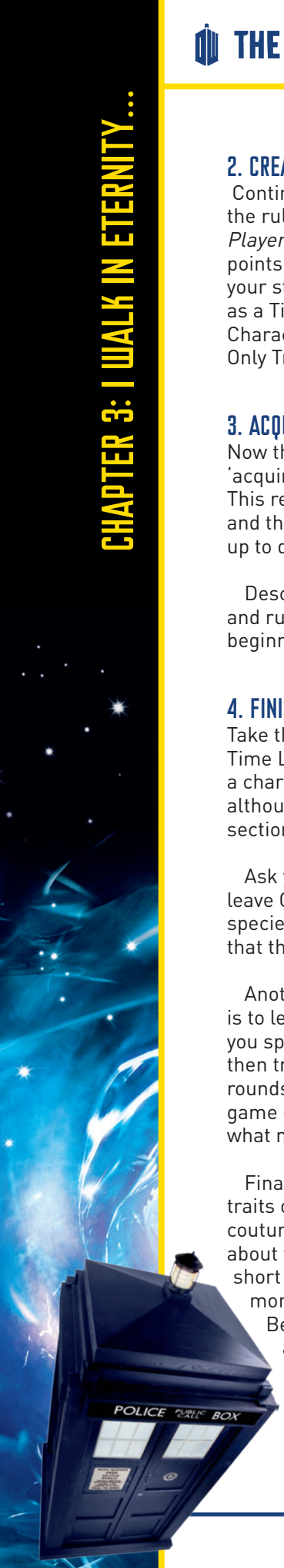
4. FINISHING TOUCHES

Take this time to try and imagine what your Time Lord is like and what motivates them as a character. In order to do this it is helpful, although not necessary, to read the preceding sections on Gallifreyan Life and History.

Ask yourself basic questions like 'why did they leave Gallifrey,' 'how do they relate to lesser species' and 'what is their overriding goal now that they're out and about in the universe?'

Another good way to identify your Time Lord is to let the other players and Gamemaster ask you specific questions about them, which you then try to answer as best you can. After a few rounds, both you and the other members of your game group should have a pretty good idea of what makes this particular Time Lord tick.

Finally, one of the most defining personality traits of a new Time Lord is their sense of 'haute couture,' and what they wear says a great deal about their personality. A business suit and a short haircut might indicate a Time Lord of a more sober disposition while a wild haired Beau Brummell type in a brightly coloured and clashing ensemble might be a fun loving clown who loves attention (or has severe mental issues). 'The clothes make the man' as they say, and that should go double for your Time Lord...



TARDIS ACQUISITION

NO TARDIS

The Time Lord has become a Robinson Crusoe type figure, stranded in time and space. Their TARDIS might have been stolen, destroyed, or they might have been exiled by order of the High Council of Gallifrey, with or without a disabled machine.

Your Time Lord recieves 2 Story Points if they do not have a functioning TARDIS.

ANCIENT TARDIS

The Time Lord has one of the earliest TARDIS models (Type 29 or earlier), long ago decommissioned and placed in the Gallifreyan equivalent of a transport museum. It isn't even fit for training purposes as many of the earlier models had limited functions and some even had limited space.

An Ancient TARDIS is free.

DECOMMISSIONED TARDIS

The Time Lord has a decommissioned TARDIS (Type 30-59) that was used as a training vessel or mothballed and abandoned in the corner of some dark corner of a Gallifreyan repair bay.

An Old TARDIS costs 1 Story Point.

MODERN TARDIS

The Time Lord owns a functioning modern TARDIS (Type 60-90).

A Modern TARDIS costs 3 Story Points.

ADVANCED TARDIS

The Time Lord has managed to acquire one of the most advanced models of TARDIS to ever be created by the Time Lords, many of which were grown during the Time War (Type 90+).

An advanced TARDIS costs 5 Story Points.

GOOD TIME LORD TRAITS

The following Traits may only be taken by a character who already has the *Time Lord* Trait.

ARTRON BATTERY (MINOR GOOD)

The Time Lord's mind stores a larger than usual amount of Artron Energy.

Effects: Once per adventure, the Time Lord can gain 3 Story Points whenever their mind is invaded (as in the case of possession or a psychic duel) or they enter into a virtual mindscape like that of the Matrix.

BIO-RHYTHMIC CONTROL (SPECIAL GOOD)

The Time Lord can bio-rhythmically control all individual aspects of their bodily functions, including their hearts rate, body temperature, etc. and can even place themselves in a self-induced coma.

Effects: For a single Story Point, the Time Lord can use this Trait to achieve one effect related to the control of their body. This could be used to fake death, lower their physical need for oxygen or even to use their hearts to tap out a message in Gallifreyan Morse Code when they are otherwise unable to communicate with the outside world. As always, the GM has the final say over what effects can and can't be achieved in any particular situation.

Bio-Rhythmic Control costs 3 Character Points.

BLOCK TRANSFER SPECIALIST (MAJOR GOOD)

The Time Lord has such an intuitive grasp of Mathematics that they are one of the few beings in the universe who understand Block Transfer Computation. Besides being a walking calculator, the Time Lord is particularly adept at handling structures, like the TARDIS, which are based on the mathematical creation of physical matter.

Effects: The Time Lord adds +3 to any roll involving Mathematics. This also applies to any repair or restructuring of the TARDIS itself. They can also apply the power of Block Transfer Computation to Jiggery Pokery, gaining a +1 to those rolls as well.



CIA AGENT (MAJOR/SPECIAL GOOD)

The Time Lord is currently or was formerly a member of the Celestial Intervention Agency, a shadow organization on Gallifrey, and is trained in many clandestine skills. Of course, this training comes with a price and the Time Lord will often find their TARDIS, or possibly just their body, hijacked and transported into various strange and dangerous situations whenever their superiors, or former superiors, need their services.

Effects: As a Major Trait, the Time Lord receives a +2 to their Subterfuge Skill and a +1 to Knowledge with an Area of Expertise in *Secrets of the Time Lords*. In addition, once per adventure, at any point they feel it is appropriate, the GM may roll a die. On a 1, the CIA has tasked the Time Lord with a mission that they must complete before they can use their TARDIS again. This goal may or may not have anything to do with the current adventure, but it will certainly make it more difficult, and the Time Lord gets 3 Story Points as compensation.

As a Special Trait, the Time Lord is free from CIA control, probably due to the destruction of Gallifrey or having been released from active duty for services rendered or crimes committed (if the Time Lord has the Wanted Renegade Trait as well). The Special version of this Trait costs 3 Character Points.

This Trait requires Gamemaster permission to purchase. The Gamemaster will also tell you exactly how much your character knows about this highly secretive organization, although he doesn't necessarily have to tell you everything and not everthing he says has to be true!

DOCTORATE (MINOR GOOD)

As Time Lords work through the Academy, they have a chance to pick up certificates and Doctorates in many different academic and scientific specialties and some become renowned for their expertise in esoteric or niche subjects.

Effects: The Time Lord has an Area of Expertise in either Knowledge or Science, like Gallifreyan Law or Thermodynamics. The focus, intelligence and memory a Time Lord can apply to these pet subjects often exceeds anything a human can aspire to, granting a +3 to their rolls instead of the usual +2.

EXPERIENCED TIME LORD (SPECIAL)

The character is a Time Lord who has been around for a while. The character is more skilled, more knowledgeable, and more familiar with different time periods, but they have gained this experience at the cost of one of their lives.

Effects: The player can choose any additional number of years to add to their age, between 100 and 200. If you'd prefer to determine this randomly, you may roll two dice, multiply the result by 10, and add 80 to the total (2D6x10 +80). For this, the character gains 4 additional Skill Points and an additional Time Traveller Trait for a different time period.

By taking this Trait, the Time Lord uses up one of their regenerations. The player should create a suitably exciting background describing the events that lead up to their regeneration. If the Gamemaster prefers, each previous incarnation can be created by applying the full Regeneration rules backwards and then subtracting 4 skill points and 1 TL from their Time Traveller Trait.

Experienced Time Lord costs 1 Character Point. You may take this Trait multiple times.

FRIVOLOUS TALENT (MINOR GOOD)

Despite the typical Time Lord snobbery towards wasteful frivolity, this Time Lord has a 'hobby' that they picked up on some world they have visited, taken a liking to and show superior Time Lord aptitude in.

Effects: The Time Lord has acquired an Area of Expertise in Athletics or Craft, like Cricket or playing the Recorder. The focus, intelligence and memory a Time Lord will apply to his hobby often exceeds anything a human can aspire to, granting them a +3 to their rolls instead of the usual +2.



HIGH OFFICE (MAJOR/SPECIAL)

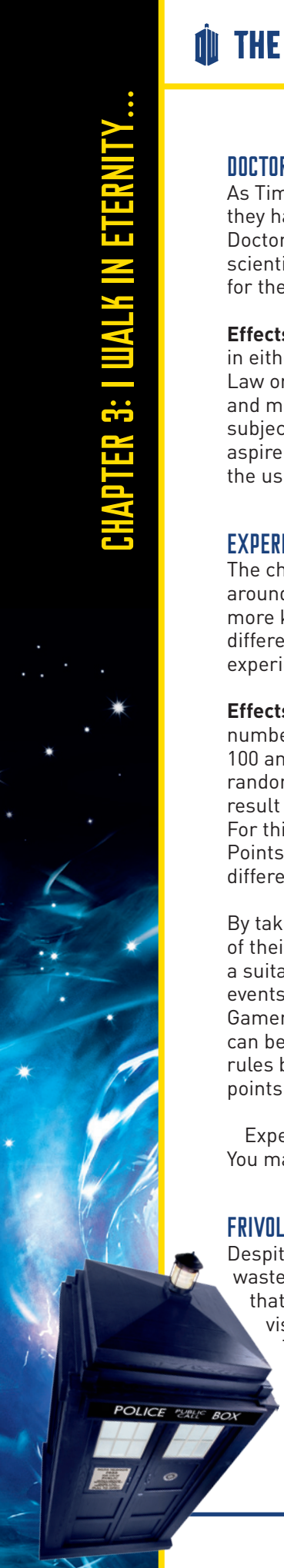
The Time Lord held some high office or position of power on Gallifrey that gave them great respect, access to the more dangerous secrets of the Time Lords, and possibly possession of a powerful artefact.

Effects: As a Major Trait, the Time Lord held a major leadership position and gains the Voice of Authority Trait (see pg.29 of the Player's Guide) at +3 instead of +2, as well a +1 to Knowledge with an Area of Expertise in *Secrets of the Time Lords*.

As a Special Trait, the Time Lord held a major position at the top of the Time Lord hierarchy like Cardinal of a College, the Castellan and/or a member of the High Council. This gives them all the advantages of the Major version of this Trait as well as a powerful 'badge of office' which is a Special Gadget. This costs 3 Character Points and 2 Story Points.

MATRIX LORD (SPECIAL GOOD)

The Time Lord has an innate connection with the virtual reality world of the Matrix and has a much



greater ability to mould it with his will. They might have gained this ability while serving as Keeper of the Matrix, as President or by unauthorized research forays into the APC Net through an illicit tap.

Effects: The Time Lord adds +2 to any rolls made while in the virtual reality of the Matrix. This bonus may be applied to other virtual worlds and mindscapes as well.

Matrix Lord costs 3 Character Points.

MIND LORD (SPECIAL GOOD, PREREQUISITE: PSYCHIC)

The Time Lord has had special training that enhances the already formidable abilities of the Time Lord mind.

Effects: The Time Lord gains a +2 to any rolls involving powers of the mind, like Precognition, Psychic, Telekinesis, Telepathy or the Special version of Hypnosis. They also gain a +2 to any rolls involving the operation of their TARDIS.

Mind Lord costs 3 Character Points and 1 Story Point.

OUTSIDER (SPECIAL GOOD)

This Time Lord rejected the staid lifestyle and effete snobbery of society in the Citadel and exiled themselves into the wilds of Gallifrey, abandoning technology and learning to survive without it.

Effects: The Time Lord is strong, tough and self sufficient, gaining a +1 Strength and Resolve and a +1 to both the Craft and Survival skills, but a -1 to Technology. They are also assumed to have the Time Traveller Trait for Tech Levels 1 and 2. Their status in Time Lord society, however, adds a +3 Difficulty to any social interaction rolls with other, non-outsider, Gallifreyans.

Being an Outsider costs 2 Character Points and 1 Story Point.

TAILORED REGENERATION (MAJOR GOOD)

The Time Lord has an intuitive control over their body during Regeneration which allows them to tailor their form to their liking.

Effects: Whenever the Time Lord Regenerates, they receive D6 Picks in addition to any Rerolls or Picks they might gain as a result of their Regeneration Roll.

Note: Cannot be taken with the *Random Regenerator* Trait.

TIME LORD ENGINEER (MAJOR GOOD, PREREQUISITE: TECHNICALLY ADEPT)

Some Time Lords eschew the more theoretical and philosophical sciences and concentrate, instead, on the more practical application of technology. Obsessed with honing their technical skills, these inveterate tinkerers typically find themselves working to maintain Gallifrey's vast infrastructure or working in a TARDIS repair bay after they graduate from the Academy.

Effects: This Trait doubles the effect of the Technically Adept Trait, giving a +4 to all uses of the Technology Skill.





VISIONARY (SPECIAL GOOD, PREREQUISITE: RESOLVE 5)

Some Time Lords look into the Untempered Schism and run away. Some go mad. An even rarer few have their minds opened to the infinite complexity of time and space (which makes them run away *and* go mad). These exceptionally unique Time Lords are known as Visionaries, the prophets of Gallifrey (see pg.22 for more information), and they are able to 'see' the threads of fate and destiny with far more clarity than any other Time Lord.

Effects: This Trait is extremely rare, with only a handful of Gallifreyans possessing it at most. Even then, most of those possessing it are incoherent savants, lost in the haze of eternity and sequestered by the High Council where they can be monitored and their writings translated. Player Character Time Lords with this Trait have a high enough resolve that they are able to (mostly) stay 'in the present,' while still retaining some of their precognitive gift.

Visionaries have the Precognition Trait (see pg.44 of the Player's Guide) but their Time Lord affinity with the Vortex also allows them to use their foreknowledge in more proactive ways.

• For 3 Story Points, a Visionary may ask the GM a single, simple direct question about an event that will happen in the immediate future (no more than ten minutes or so) which the GM will answer truthfully. 'What will happen when I open this door' or 'Will a Dalek patrol pass through this corridor in the next 10 minutes' are good examples.

• For 6 Story Points, the Visionary may 'undo' an entire scene's worth of events, having entered into a catatonic trance and seen the near future. Basically, the whole scene never happened and the character spent the entire time standing still as a stone and staring into space or passed out on the floor.

Even though they aren't gibbering savants, a Player Character Visionary's mind exists on such an entirely different plane that the typical Time Lord aloofness is amplified in them and they find it hard to relate to others. This adds a +3 Difficulty to any social rolls involving the Visionary, who finds it very hard to comprehend and deal with 'ephemerals' who are incapable of seeing the (really really) big picture.

Being a Visionary costs 3 Character Points and 2 Story Points. It may only be taken with the GM's permission.



VORTEX BORN (MAJOR GOOD)
The Time Lord has an innate and conceptual understanding of time that astounds even other Time Lords.

Effects: The Time Lord may Reroll a failed test involving Time or Time Travel. In addition, when a misjump occurs, they recieve one Reroll to use on the Misjump Type or Misjump Results tables.

BAD TIMELORD TRAITS
The following Traits may only be taken by a character who already has the *Time Lord* Trait

BLUNT (SPECIAL BAD)
For some reason, the Time Lord's mind is atypically unreceptive to telepathic stimuli.

Effects: The Time Lord may not take any traits related to powers of the mind, like Precognition, Psychic, Telekinesis, Telepathy or the Special version of Hypnosis. This also weakens the symbiotic link with the TARDIS, which has to 'yell' at the Time Lord like a relative in need of a hearing aid, and this adds +2 to the Difficulty of all attempts to operate it. You gain 1 Story Point.

BOTTOM OF THE CLASS (MAJOR/SPECIAL BAD)
Although the average Time Lord is light years ahead of most other beings in education and intelligence, this particular Time Lord barely scraped by graduation.

Some Time Lord's actually fail their finals on the first go and have to wait some time before taking the test again. In some cases, the Cardinals force them to prove their academic bona fides by earning another Doctorate before allowing them to resit their exam...

Effects: The Major version of this Trait represents a Time Lord who barely managed to scrape the 51% needed to pass their final. They are not the most studious or intellectually curious of Time Lords and suffer a -1 Ingenuity and a +2 to the Difficulty on all TARDIS and Temporal Science rolls as a result.

The Special version represents a Time Lord who managed to fail his first attempt at earning his title, and barely scraped by the second time. It functions as the Major version of the Trait and, in addition, the Gallifreyan is held in low esteem by other Time Lords and suffers a +3 Difficulty when dealing with them socially.

The Major version of this Trait gives the Time Lord 1 Character Point and 1 Story Point. The Special version may only be taken with GM consent and gives the Time Lord 1 Character Point, 1 Story Point and the Doctorate Trait.

Note: Cannot be taken with the *High Office* Trait.



CLOISTERED (MINOR BAD)
The Time Lord has never left Gallifrey, having spent their entire post-Academy career doing theoretical research, maintaining archives, repairing equipment or serving some other functionary duty, and has little or no practical experience with the creatures and technology of other worlds and time zones.

Effects: The Time Lord always suffers the penalty for using technology below their Tech Level, even if they have the Experienced Time Lord Trait, and they may not take the Time Traveller Trait. In addition, they will suffer a +2 Difficulty when dealing socially with other species. This Trait may eventually be 'bought off,' but only after the GM feels the Time Lord has travelled far enough and wide enough to justify doing so.

FAULTY HEART (MAJOR BAD)

One of the Time Lord's hearts is defective or weak and fails during moments of extreme stress or exertion, causing great pain followed by unconsciousness and, on rare occasions, regeneration.

Effects: During a period of great stress (as determined by the GM, but typically only once per adventure unless the character is particularly active or stressed), the Time Lord's weak heart will suffer an attack and they must make a Strength + Resolve roll at Difficulty 18. On a success, the Time Lord feels a bit weak, adding a +1 Difficulty to all of their rolls until they can rest for 2D6 minutes, but they are otherwise fine.

On a failure, they are stunned into inaction for D3 rounds due to the pain, after which they add +1 to the Difficulty of their rolls until they can rest for D6x10 minutes.

On a Bad Failure, the heart fails, knocking the Time Lord unconscious for D6x10 minutes or until CPR is applied to the weak heart. If examined during this period of unconsciousness, only one heart will be heard beating.

On a Disastrous Failure, the heart seizes and a chain reaction takes out the second heart as well, causing the Time Lord's body to begin the regeneration process.

INCARNATION ALLERGY (MINOR/MAJOR/SPECIAL BAD)

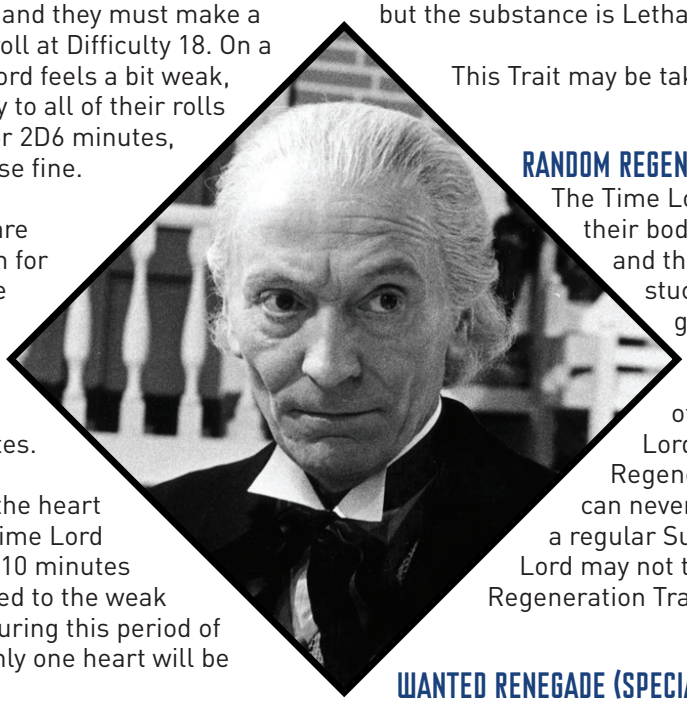
The Time Lord picked up an allergy during their last regeneration that seriously sickens and might even kill them, like certain gases or even something as harmless as aspirin. This is usually caused by exposure to or contact with some rare element that is incorporated into the body during regeneration and is typically only seen in field agents or renegades who insist on mucking about in the relatively unhygienic universe outside of Gallifrey.

Effects: The GM picks a substance. It should be common enough that it could be encountered occasionally (like ammonia or aspirin), but not so common that the Time Lord is endangered every time they step out of the TARDIS (like rock quarries).

As a Minor Trait, the substance causes 1 point of damage for every round that the Time Lord is exposed to it. As a Major Bad Trait, the substance does D6 damage per round of exposure.

As a Special Bad Trait, you gain 1 Story Point, but the substance is Lethal to the Time Lord.

This Trait may be taken more than once.



RANDOM REGENERATOR (MAJOR BAD)

The Time Lord has no control over their body during Regeneration, and they're pretty much stuck with whatever they get.

Effects: Regardless of how well the Time Lord does on their Regeneration Roll, they can never achieve more than a regular Success. The Time Lord may not take the Tailored Regeneration Trait.

WANTED RENEGADE (SPECIAL BAD)

The Time Lord is an outlaw, on the run from Galllifrey and his fellow Time Lords. While the High Council's official policy is 'good riddance to bad rubbish' when it comes to upstarts and revolutionaries, there is rumoured to be a secret organization whose task it is to hound the more dangerous criminals to the ends of time.

Effects: The Time Lord committed, or is accused of committing, a heinous crime and is actively hunted by his former people. The Time Lord may regain D6 Story Points at any time during play by having the Gamemaster introduce an agent or agents of the High Council into the adventure. These agents will attempt to disrupt the Time Lord's plans and try to capture them or bring them to justice, assuming that they are interfering in the natural course of events no matter what the truth of the matter really is. This Trait gives the Time Lord character 1 Story Point.

NAMING YOUR TIME LORD



Gallifreyan given names are typically very long, combining enough syllables to fill out a full Earth name, like Romanadvoratrelundar. Typically, however, this is shortened to something a bit simpler for quick communication, like Romana. You can create one easily for your Time Lord by taking a first, middle and last name (possibly yours), cramming them all together and then knocking off or adding a few letters here and there to improve the sound. Donovan Rex Torson, for instance, could become Donovarexatorson (shortened to 'Donovar' or possibly 'Rex' in its simplified form).

Renegades tend to replace their given names with sobriquets that have special meaning to them or describe their self-assumed function, like The Doctor (who 'heals' the universe) or The Master (who wants to dominate said universe). There are many variations on this, like 'The Colonel,' 'The Professor,' or 'The Great Pertwee,' but the trick in choosing a good name for your Time Lord is to find one that doesn't sound strange or even laughable when used for direct address.

Your Time Lord could, for instance, adopt the title of 'The Wanderer,' 'The Dreamer,' or 'The Time Thief,' but it would seem very strange indeed to say 'Would you like a cup of tea, Time Thief?' in normal conversation unless that character lives in a comic book universe and wears fancy coloured tights (and it might sound odd even then).

REGENERATION

When a Time Lord character reaches 0 in three Attributes or is hit by a Lethal (L) attack, their current incarnation's time is up and the Regeneration process begins.

Few Time Lords have much in the way of control over this process, especially when it is abruptly triggered by massive trauma or violent death, and while a Time Lord with a strong enough will can guide the process somewhat, most of the changes are involuntary or random. One has as even a chance of becoming tall dark and brilliant as they do short, pasty and thick as a plank by Time Lord standards.

THE REGENERATION ROLL

Once a Time Lord is critically or fatally wounded, by having three attributes reduced to 0 or taking Lethal damage, they begin to Regenerate.

The process takes 2D6 rounds to finish, after which time the Time Lord must make an Awareness + Resolve roll at Difficulty 18. Every additional Attribute reduced to 0 after the first three and every Lethal result taken past the first, before or after the process starts, increases the Difficulty by 3. The results are as follows:

Success
The Time Lord starts their regeneration but has no control over the process. Roll up Regeneration Results from the Regeneration Tables as normal.

Good
The Time Lord has some limited control over the Regeneration and gains D6 Rerolls to be used when rolling on the Regeneration Tables.

Fantastic
The Time Lord gets D3 Picks when determining their Regeneration Results. Alternately, they may delay their Regeneration for up to D6 Scenes in hopes of receiving some form of help or treatment to save their (current) life. If, after that time, no help is received, the Regeneration proceeds as with a Success, i.e. totally at random.

Failure
The Regeneration proceeds, but suffers some sort of complication. The Time Lord picks up a Minor Bad Trait, chosen by the player.

Bad
The Regeneration proceeds but the process leads to mental and/or physical instability. When rolling on the Regeneration Tables, the Time Lord rolls twice for each aspect and takes the worst result (as determined by the GM). In addition

REGENERATION ROLL RESULTS

LEVEL OF SUCCESS	REGENERATION RESULT
Fantastic!	**Major Control:** Take D3 Picks or delay Regeneration for up to D6 Scenes.
Good	**Minor Control:** Take D6 Rerolls.
Success	**Normal Regeneration:** Roll once for each Aspect.
Failure	**Flawed Regeneration:** Take a Minor Bad Trait (player's choice).
Bad	**Unstable Regneration:** Roll 2x for each Aspect and let Gamemaster pick the result. Also, take a Major Bad Trait (Gamemaster's choice).
Disastrous!	**Regeneration Fails:** The Time Lord dies.

the GM will assign one Major Bad Trait which could be anything from missing limbs or digits to mental disorders and phobias, a completely Alien appearance or even a change of sex!

Disastrous
The regeneration fails completely and the Time Lord dies.

PREVENTING REGENERATION

Regeneration can be prevented from even beginning in a number of ways. Any attack that disables the nervous system during death, as with the damage caused by a Staser, can inhibit Regeneration, as will complete destruction of the body before the process can be triggered, as with complete dismemberment, explosions, fiery consumption or disintegration.

VOLUNTARY REGENERATION

Before the Time War, it was extremely rare for a Time Lord to regenerate due to being 'killed' in some fashion, cloistered as they were from the rest of the universe by impenetrable shields and the power to destroy invaders before they could even come into existence.

Unless a serious accident occurred, most Time Lords would live for centuries in the same body, slowly aging until their failing senses, lack of mobility or creeping senility convinced them that it was time to trade in their old incarnation for a new one. At that point they would find a quiet spot, will their regeneration and emerge renewed. Only field agents and renegades risked otherwise.

While it is highly unlikely that a Time Lord PC, involved as they are in universal affairs, will live long enough to regenerate due to old age, there are instances when they might voluntarily trigger their regeneration. A Time Lord who has picked up numerous Bad Traits through mental or physical trauma, for instance, might decide that a complete mental and physical renewal might be just what the doctor ordered. After all, who really wants to play a one-handed, blind Time Lord suffering from a crippling melancholy over a lost love? In such cases, a change can be as good as a rest (in a quite literal sense for a Time Lord).

Voluntary regeneration works the same way as regeneration by sudden death, except that the Difficulty of the Regeneration Roll is 12 instead of 18.

ASPECTS OF CHANGE

As a Time Lord regenerates, every cell in their body undergoes renewal and change. The most obvious change occurs in their outward appearance and physical capabilities, but the mind reshapes itself as well, new neural pathways opening and old ones closing, so that the talents and personality of a Time Lord also undergo a massive upheaval in the process.



All of these changes are determined by rolling on the Regeneration Tables (see pg.45) once for each Aspect listed below.

When rolling for Attributes, treat any result of 0 or less as a 1. Also, Traits which give bonuses to Attributes are reapplied after the Regeneration Whatever the final results, a Time Lord's Ingenuity many never be lower than 5 or higher than 12 and their other stats may never be lower than 1 or higher than 6, even if a Trait would lower or raise them beyond those numbers.

1. PHYSICAL

As the physical body changes, so do those stats related to it, i.e. Coordination and Strength. Roll on the Body Table to see if the Time Lord has shrunk into a 90lb weakling, ballooned into a superhuman Atlas or ended up with something in-between.

2. MENTAL

The sensory organs and the brain that processes the information gathered from them are delicate things at the best of times and the process of regeneration can really mess them about, affecting the Time Lord's senses and intellectual capability. Roll on the the Mind Table to see how this affects the character's Awareness and Ingenuity.

3. SPIRITUAL

Even for the Time Lords there were certain characteristics of sentient life that could not be easily measured or even explained; like personal presence, which can often be very powerful despite physical form or capability, and the force of Will, by which sentient creatures may defy their instinctive natures in order to accomplish some greater good (or evil). This is measured by Resolve and Presence, and it too may change during regeneration. Roll on the Spirit Table to see if the Time Lord is a people person, a lone wolf, lacks willpower or has steely resolve.

4. TRAITS

Traits represent all those physical and mental quirks, both good and bad, that define a Time Lord and give them a unique sense of self. During regeneration the cascading effect of all the energy rushing through their being can heal and sharpen the body and mind but it can equally create small imperfections or mental aberrations, both of which are represented by a change in Traits. Roll on the Traits Table to determine just how refined or jumbled up they've become.

5. PHYSICAL APPEARANCE

After the internal regeneration has run its course, the final appearance of the Time Lord's body will gel into its new form, often with wildly different combinations of hair colour, eye colour, apparent age, and general appearance.

Roll once on the Appearance Table for each one of the following: Hair Type, Hair Colour, Eye Colour, Apparent Age, Height, Weight and General Appearance (from a human perspective).

6. DISTINCTIVE FEATURES (OPTIONAL)

Finally, most incarnations will pick up noticeable bodily features or personality ticks that further differentiates one persona from another. Rolling on the Regeneration Table for Distinctive Traits is optional, and a Time Lord can have more than one if you like. These features can add to, or subtract from, the Difficulty of certain rolls based upon their relevance to the action at hand (but typically not by more than a single point) at Gamemaster discretion.

A Time Lord with a Patrician Nose, for instance, might get a +1 when determining the quality of food and drink, while one who needs glasses for reading might have the Difficulty of all tasks involving delicate work, like electronics, raised by 1 point without them.

THE ESSENCE OF A TIME LORD



No matter how puny, near-sighted and arrogant a Time Lord may become, they are still, in essence, defined by their Time Lord Traits. They will never lose these Traits unless there is a strong story reason, like the character's memory of dematerialization theory being blocked, use of the Chameleon Arch, etc.

As a result, the Time Lord, Experienced Time Lord and Vortex Traits are never affected by regeneration. Only the GM may give or take these Traits away.

OPTIONAL REGENERATION RULE – SKILL SHIFTS



Although a Time Lord's Attributes and Traits may change, focusing their talents in some areas and away from others, the actual skills they pick up in their long lifetimes never really change; they are just used more or less effectively. Sometimes, however, older skills might fall rusty from disuse while others are sharpened as the new persona tackles life from a different perspective and with different methods than his previous selves.

To represent this, if a player feels that their Time Lord's new incarnation is inclined more towards certain skills than others, and the Gamemaster permits the use of this rule, they may reduce the score in one skill to raise another as they see fit. The only restriction is that no skill may be raised or lowered by more than 2 points and no skill may be raised above 6 or lowered below 0.

Example: *The Professor has gone from 'Academic' to 'Action Man' and his player feels that his skill set is much too cerebral for his current incarnation. He lowers his Convince Skill of 5 by two points to 3 and his Subterfuge from 4 to 2 so that he can raise his Athletics and Fighting skills from 0 to 2 each. This incarnation has less patience with chin-wagging and sneaking about and his skills reflect it...*

POST-REGENERATIVE PHASE

Once Regeneration is complete, a period of disorientation, or in some cases unconsciousness, is not uncommon and the Time Lord's personality may fluctuate wildly as the mind resettles and acclimatises to its new home. The exact effects vary from Time Lord to Time Lord based on a number of factors, not least of which is the cause of regeneration.

The Time Lord player should make an Awareness + Resolve roll at a Difficulty of 15, plus or minus any modifiers the Gamemaster feels are appropriate, with the following results:

Success

The Regeneration is completed but the Time Lord is unconscious for D6 scenes as they recuperate.

Good

They are awake, but highly disoriented, easily distracted by random things, like their new reflection or an odd bit of technology, or possibly even cycling through past personas.

Fantastic

The Time Lord suffers no disorientation, although their new personality will be highly accentuated for a time.

Failure or Bad

The regeneration causes a large amount of temporary mental upheaval and the Time Lord awakens after D6 scenes with post-regenerative amnesia.

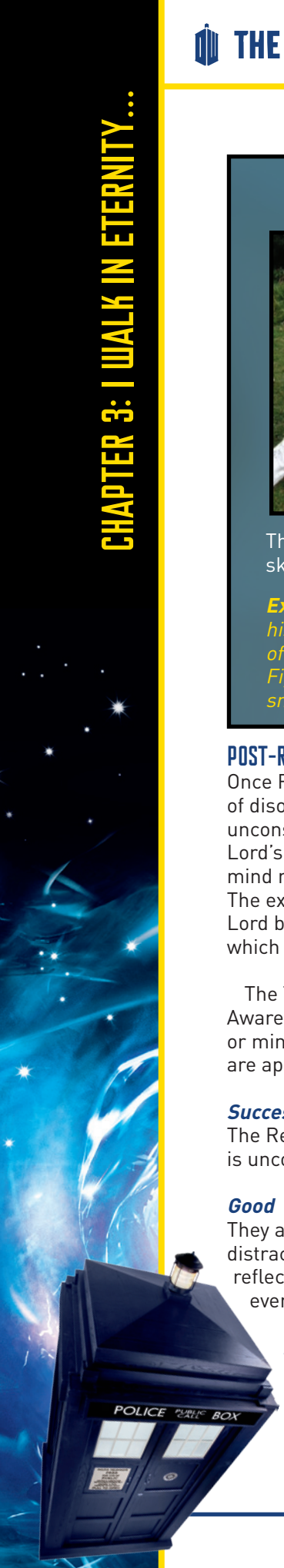
They will be scared and highly distrustful of everyone, and the Gamemaster may award them Story Points for each scene in which they behave in a particularly paranoid and/or confused fashion, running from friends or walking blithely into danger. They might even befriend their enemies, going so far as to assist them with their doomsday machines just because they 'seemed nice' at the time that they 'met' them.

This lasts until the GM determines the amnesia has passed.

Disastrous

The Time Lords personality becomes self-centred and dark, psychotic or just plain evil. they will go out of their way to cause trouble 'just for fun' and care nothing for their former companions, only their immediate desires.

This lasts until you determine that the Time Lord has stabilised, but this might require the companions to actively assist them in doing so by whatever means are necessary.





OOH! THAT WAS RUDE! IS THAT WHAT I AM? RUDE AND NOT GINGER...?

It is important to remember that while a Time Lord may exhibit the same core values and beliefs from incarnation to incarnation (or not), Regeneration tends to jumble the synapses about and each new body typically comes with an entirely unique personality. Because of this, it behooves the player of a new incarnation (who may or may not be the same person who played the previous incarnation) to rethink their approach to playing the newly renewed Time Lord and give them a distinctly different manner, approach and style from their predecessor.

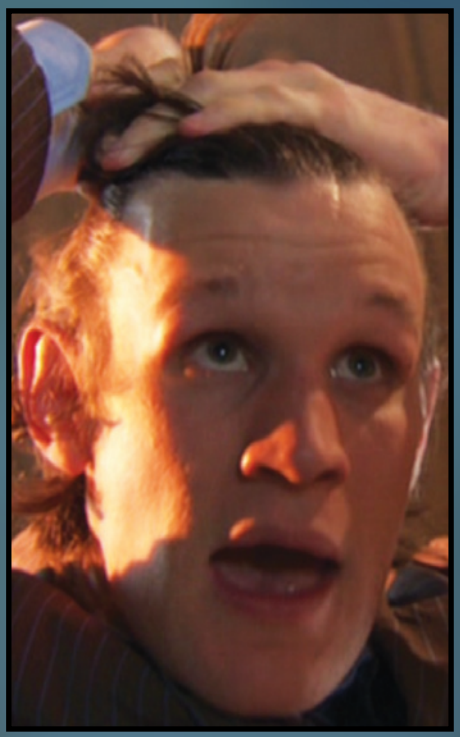
The hardest part of the post-regenerative process as a player, however, is keeping the new persona intact without slipping back into the previous one. Old habits are hard to break, as they say. However, the Gamemaster will typically encourage you in your efforts to do so by rewarding you with Story Points for each post-regeneration scene in which you emphasize your new persona. As Time Lords are prone to extremes of behavior during their regeneration cycle, you are strongly encouraged to take this emphasis to borderline absurd levels, especially if it helps to reinforce the new persona in your own mind.

Example: The player who plays 'The Professor' has decided to change the mild-mannered and thoughtfully curious academic into an active explorer, one who has little patience for bureaucracy or evil, is daring, and fears little. For the rest of this adventure, he decides to take this new personality to an extreme, making him a raving swashbuckler, totally incapable of stealth, taking ridiculous risks and landing himself in sticky situations his companions will struggle to extricate him from.

In one scene he ends up swinging on an electrical cable into the midst of a group of Daleks and demanding their surrender. The GM agrees that this is definitely a worthy (and hugely entertaining) action for the amped new persona and awards him 3 Story Points, which he will very likely need...

This post-regenerative reward process should last for the rest of the current adventure in which the regeneration took place and possibly the next adventure as well if the regeneration took place at or near the end of the story. After that, the character (and you) should be settled into their new persona and the award should no longer be necessary.

CHIN? BLIMEY! AND STILL NOT GINGER!



So you've drawn your new body, mind and persona and you've pulled out an incarnation who is not only puny and uncoordinated, but lacking in Ingenuity and socially hobbled by a lack of presence and a new face that looks like somebody beat you viciously with an ugly stick while it was still reforming. Oh, and you're also nearsighted, forgetful and technically inept to boot.

How fair is that?

Well, the first thing to realize is that regeneration is very random. 'You never know what you're going to get' as the Doctor once said, and you could just have easily become a hyper genius with a body like a bronzed god, instead. This is the blessing and curse of being a Time Lord and the price you pay for being able to cheat death.

The second thing to realize is that there is immense fun to be had playing such an 'awful' character. Not only will you need to be clever and resourceful to overcome the new challenges that your host of character defects now present, but it can be quite amusing to play some of them up. A Time Lord who is scared by the sight of his own shadow or speaks with a pronounced lisp can be quite entertaining for everyone at the table (presuming you don't abuse it and derail the campaign) and can really set the current incarnation apart from past or future ones.

Example: The Time Lord Edwick has regenerated and it doesn't look good. He is a pitiful shadow of his former self; clumsy, unattractive, weak in body, nearsighted and by Time Lord standards, dim as a 40 watt bulb. His player, however, doesn't drop poor Edwick in front of the next Sontaran firing squad to burn up this incarnation. No. He has an idea to make this incarnation memorable.

Each adventure Edwick's player plays up his weaknesses by absolutely refusing to use Story Points to correct any of his rolls. Edwick fumbles, fails, and gets into trouble all on the natural roll of the dice. In doing this, his enemies come to underestimate him severely and the GM rewards Edwick with even more Story Points. Finally, in the last act of the adventure, Edwick's player lets the Story Points loose in a flood of antediluvian proportions so he can catch the baddies off-guard and save the day at the last moment, much to everyone's astonishment.

When Edwick's current incarnation finally meets his end, the players will long remember the great deeds of the plucky Time Lord who defied the odds time and again, proving that a pure heart and great spirit are as important as natural talent when overcoming the evils of the universe...

That, being said, there might be occasions when the GM determines that certain characteristics are inappropriate for the campaign they want to run. A physically crippled character in an action oriented campaign, for instance. In these cases, the GM is encouraged to allow the Time Lord Player reroll or even choose a replacement for any campaign offending changes.



REGENERATION TABLES

1: PHYSICAL ATTRIBUTES (2D6)



2 ***Weak***: The new body is weak due to a poor constitution, a rail thin or obese physique, and/or old age. It has D6 Coordination, and a Strength of 1.

3-4 ***Out of Shape:*** The new body isn't a 90lb weakling or morbidly obese but it is light of frame in a geek-chic sort of way or flabby and out of shape. It has D6 Coordination and a Strength of 2.

5-8 ***Average***: The body seems to be of an average build for the characters height. It has D6 Coordination and a Strength of 3.

9-10 ***Athletic***: The new body is svelte and muscular with good reflexes. It has D3+3 Coordination and a Strength of 4.

11 ***Stocky***: This body is large and muscular. It has D3+1 Coordination and a Strength of 5.

12 ***Atlas***: The Time Lord's body is a physically massive, with a great deal of muscle. It is not very flexible, however. It has D3 Coordination and Strength of 6.

2: MENTAL ATTRIBUTES (2D6)

2 ***Aesthete***: Your appreciation of the sights, sounds and other physical experiences of the universe have increased your Awareness by D3 points, but at a cost to your reason, which reduces your Ingenuity by D3 points.

3 ***Dulled Wits***: Ingenuity is reduced by 1 point.

4-5 ***Dulled Senses***: Your Awareness is reduced by 1 point.

6-8 ***No Change***: Your Awareness and Ingenuity remain unchanged

9-10 ***Sharpened Senses***: Your Awareness is increased by 1 point.

11 ***Sharpened Wits***: Your Ingenuity is increased by 1 point.

12 ***Genius Savant***: Your mind exists on an entirely different mental plane, even from other Time Lords, but this makes you less attentive to things going on around you. Your Awareness is reduced by D3 and your Ingenuity is increased by D3.

REGENERATION TABLE NOTES

Treat any result of 0 or less as a 1. Also, Traits which give bonuses to Attributes are reapplied *after* all the Regeneration rolls are completed.

Also, as an aside, you will find that these tables are also incredibly useful for generating random NPC's, or even player characters, on the fly.

REGENERATION TABLES

3: SPIRITUAL ATTRIBUTES (2D6)

2 ***Lone Wolf:*** You are exceedingly self-reliant, increasing your Resolve by D3 points, but this intense self-interest really rubs others the wrong way, which reduces your Presence by D3 points.

3 ***Unlikeable***: Decrease your Presence by 1.

4 ***Impetuous***: Reduce your Resolve by 1.

5-9 ***No Change***: Your Resolve and Presence remain unchanged.

10 ***Strong Willed***: Increase your Resolve by 1.

11 ***Charismatic***: Increase your Presence by 1.

12 ***Fervid:*** You are quick to act on the full force of your passions and however you feel at the moment, reducing your Resolve by D3. This passion is inspiring in others, however, so your Presence is increased by D3.

4: TRAITS (2D6)

2 ***Unstable Regeneration***: You must replace D3 Good Traits with Bad Traits of equal value.

3-8 ***Persona Shift***: You must replace D6 Traits with Traits of equal value (Minor, Major, Special) and type (Good, Bad, Neutral).

9-11 ***Positive Renewal***: You may replace D3 Bad Traits with Good Traits of equal value.

12 ***Personality Backlash***: All Traits Flip, becoming the opposite Trait (Boffin becomes Technically Inept, Forgetful becomes Photographic Memory, etc.) or taking on an opposite effect. Traits without opposite Traits or effects (like Obsession for example) are lost. Social Traits that reflect exterior relationships like Friends and Adversaries typically remain unchanged. When in doubt, the GM decides which Traits are reversed, lost or unchanged.





REGENERATION TABLES

5: PHYSICAL APPEARANCE

HAIR TYPE (D6)	
1	Waist Length
2	Long
3	Medium
4	Short
5	Balding
6	Bald

HAIR COLOUR (D6)	
1	Ginger
2	Blond
3	Brown
4	Black
5	Greying
6	White

APPARENT AGE (D6)	
1	Teenage
2	Young Adult
3	Middle Aged
4	Middle Aged
5	Old (50-60)
6	Elderly (60+)

APPEARANCE (D6)	
1	Ugly
2	Unattractive
3	Average
4	Average
5	Attractive
6	Stunning

EYE COLOUR (D6)	
1	Green
2	Blue
3	Brown
4	Brown
5	Grey
6	Weird (two colours, mixed, violet, etc.)

HEIGHT (D6)	
1	Tiny (4' – 5')
2	Short (5'1"- 5'8")
3	Average (5'9" – 6'3")
4	Average (5'9" – 6'3")
5	Tall (6'4" – 6'9")
6	Giant (6'10"+)



REGENERATION TABLES

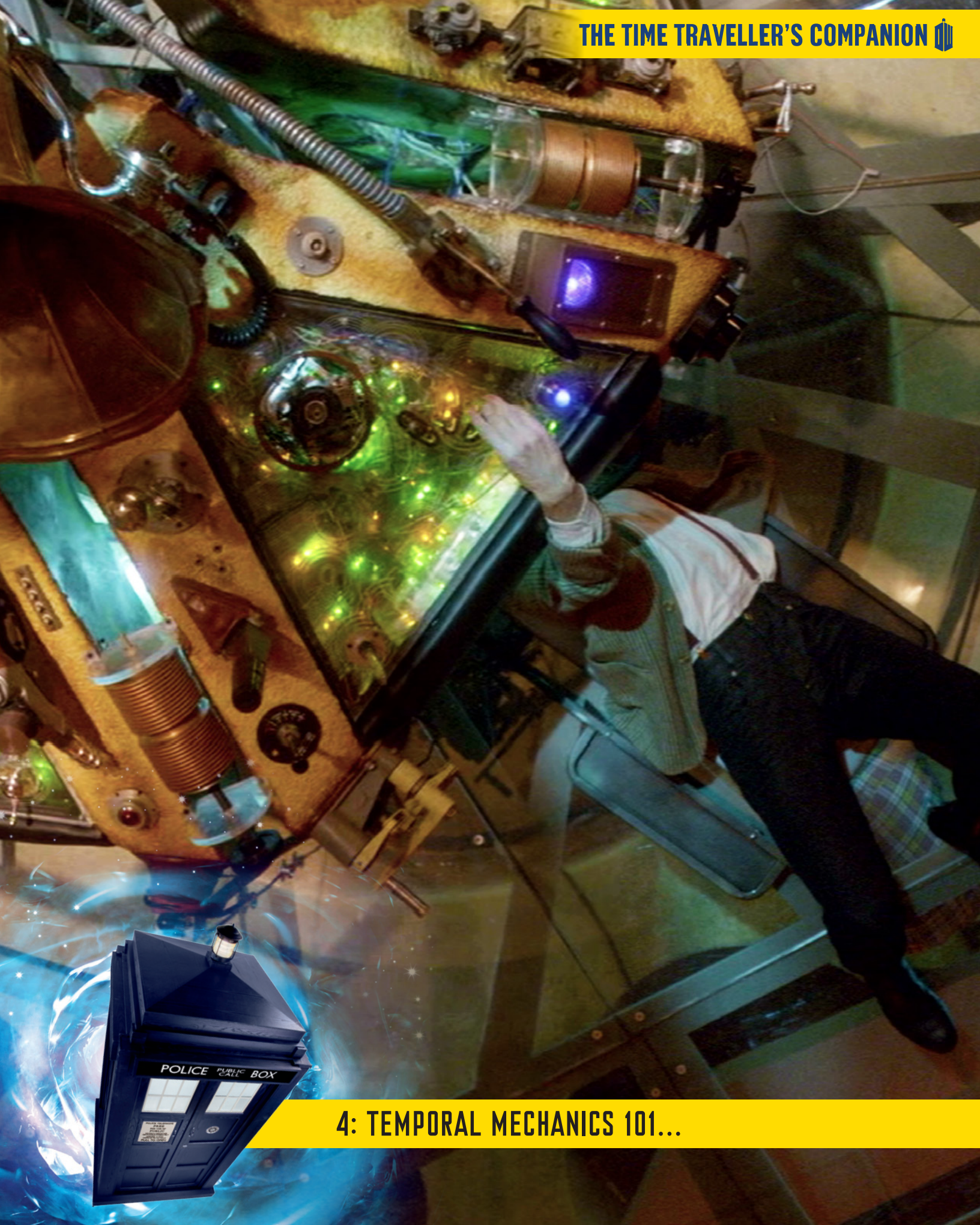
6: DISTINCTIVE FEATURES (D66)

When rolling on this table, first roll a D6 to find the Feature group, indicated by the large numbers. Then roll another D6 to find the exact Feature, indicated by the smaller number within the group.

Example: If you roll a 1 on the first die followed by a 5 on the second, you're Time Lord will have big ears. If had rolled a 3 on the first die, however, they would have Wild Hair instead.

1	1	***Patrician Nose***
	2	***All Teeth***
	3	***Big Eyes***
	4	***Long Legs***
	5	***Big Ears***
	6	***Fightin' Hand***
2	1	***Gap Toothed***
	2	***Thick Accent***
	3	***Bizarre Dress Sense***
	4	***Squints a Lot***
	5	***Gift of the Blarney***
	6	***Sixth Sense***
3	1	***Beard***
	2	***Mustache***
	3	***Goatee***
	4	***Widow's Peak***
	5	***Wild Hair***
	6	***Curls***
4	1	***Talks to Self***
	2	***Easily Distracted***
	3	***Needs Reading Glasses***
	4	***Fastidious about Appearance***
	5	***Slovenly about Appearance***
	6	***Always Wears a Hat***
5	1	***Neurotic about Dirt and Germs***
	2	***Glutton***
	3	***Art Connoisseur***
	4	***Cantankerous***
	5	***Angered by Injustice***
	6	***Lazy & Sulky***
6	1	***Addicted to Knowledge***
	2	***Victorian Sensibilities***
	3	***Goth Sensibilities***
	4	***Bohemian***
	5	***Authoritarian***
	6	***Childish***





4: TEMPORAL MECHANICS 101...



IT'S A COMPLEX THING, TIME...

Travelling through time isn't an easy thing, even for Time Lords, and a great many complications can arise when one begins breaching the barriers of the 4th dimension.

The following pages will describe some of the complications and consequences that can arise as a result of time travel, provide details on a wide variety of temporal manipulation devices and describe a more detailed system for time travel.

TEMPORAL PHENOMENA

Like everything else in nature, Time has rules all of its own and there are moments when it seems the universe reacts to temporal interlopers in much the same way as a living thing, resisting, confounding and occasionally even purging the 'foreign' elements from its system.

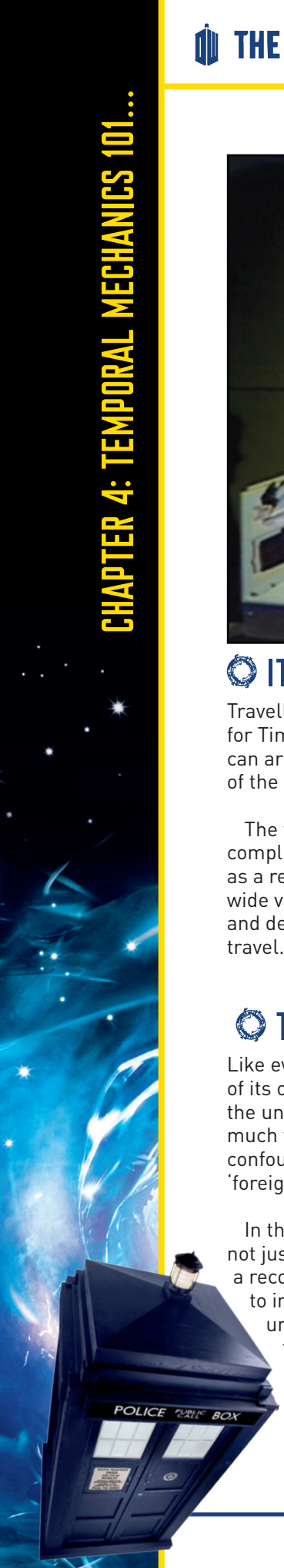
In that sense, Gallifrey's 'Laws of Time' were not just legal and philosophical strictures, but a recognition of the way the universe reacted to interference, which showed a keen understanding of the dangers inherent in time travel. Even the Daleks knew better than to interfere with fixed points in time and feared the consequences of unplanned temporal manipulation. There are just too many variables.

The following are but a few of the natural phenomena that might crop up when travelling the Vortex or attempting to interfere in the natural flow of the universe. Some are merely a nuisance, but others can have serious consequences for the characters and the universe at large...

TIME IS NOT THE BOSS OF YOU

The following pages discuss the physics of Time, including temporal phenomena, nexus points, and alternate time travel mechanisms. Keep in mind, however, that the Doctor himself will often bend the rules of time and physics to the breaking point and beyond. Often, it seems as if 'the way things are' takes a back seat to 'the way things should be,' in the Doctor's universe.

So check with your Gamemaster if you have a plan to do something that conflicts with what you have read here. If you have a really interesting idea and a mess of Story Points to back it up with, the Gamemaster might just let the 'Laws of Time and Space' slide so that the 'Laws of Dramatic Necessity' can provide an interesting plot twist!



THE BLINOVITCH LIMITATION EFFECT

A principle discovered by a Russian scientist who managed to reverse his own timeline and revert himself to infancy, the Blinovitch Limitation Effect protects the temporal fabric of the universe by limiting the ability of any person or persons to interfere in their own timestream.

At its most basic level, the theory states that a time-traveller who tries to intervene in their own past sets into motion a wave of sub-quantum temporal agitation that slowly reverberates back upon them as a series of quantum chaos waveforms. Simply put, the more the time-traveller interferes, the more 'bad luck' seems to interfere with their intervention. Random events get in the way of the traveller, equipment fails at odd but critical moments and, in extreme cases, these forces might even strengthen a physical object, like a door, to prevent access, or weaken one, like a hammer, so that it breaks upon use.

The strength of this quantum chaos waveform is measured in levels of Relative Temporal Disturbance (RTD). Any space-time event in which a person is involved has a base RTD level of 0. Every time a person interferes in their own timeline, however, the RTD level increases by a factor of 1, with various odd effects coming into play as the field strength rises. At level 1, for instance, odds against the success of any action taken by the offending time-traveller will roughly double, and entropic energy around mechanical and electronic devices increases to the point that minor malfunctions and breakdowns occur at the most inopportune times.

At level 2, chance is firmly against the traveller (roughly 3 to 1 against), major malfunctions in electronic and mechanical gear occur and the structure of purely physical items strengthens or weakens in the manner most inconvenient to the traveller (doors become stuck and unmovable, a simple lever will break unexpectedly, etc.). A TARDIS will likely detach itself from its Real World Interface to avoid further damage to the timeline and time spurs may well develop.

Above that level, time loops and other extreme temporal consequences come into play as time turns its full energies against the interventionist, and no-one with a lick of sense knowingly intervenes that often. Those that do usually remove themselves as a problem (along with everyone else around them) in short order.

Mere intervention is bad enough, but contact with a past self actually causes the two competing chaos waveforms emanating from the two selves to cancel each other out. The release of energy from this event is massive and can have a number of effects depending on the specific situation. A person who makes contact with their infant self may only cause a minor shift in RTD Level while two fully aware versions of the same person with a relatively small time differential will short each other out, cancelling the memories of both halves and releasing a surge of Artron energy that blows out electronics and knocks out everyone within a large radius. The likely-hood of such a meeting taking place is typically slim, however, as the chaotic effects of the RTD field typically cause them to repeatedly 'just miss' each other and prevent their meeting.



Time Lords, it should be noted, are largely immune to the adverse effects of contact with past selves, shielded as they are by their genetic investiture (see the Rassilon Imprimatur on pg.20) and the relatively unique quantum signatures of individual incarnations. In fact, while they avoid crossing timestreams at all costs, the Blinovitch Limitation Effect tends to have a lesser effect on them personally so long as they are only crossing the timestream of a previous or future incarnation. Should a Time Lord come across themselves in their current incarnation, however, their 'heightened reality' actually works against them and all hell typically breaks loose as a result.

IT'S NICE TO MEET ME...

So your Time Lord's timestreams have been crossed and now you're arguing with yourself over the TARDIS Controls. How does that work in the game? There are a number of different things to take into account where adventures featuring multiple incarnations of the same Time Lord are concerned...

WHO PLAYS WHO

If your group trades the role of a single Time Lord character about after regenerations then it is appropriate for the player who ran that incarnation of the Time Lord previously to play them in the current adventure as well, assuming they're available. If they are controlling a current companion, then they continue to control both. In fact, it is a good idea to bring back any companions that might have travelled with the previous incarnation and have them played by their respective owners as well.

If the previous incarnations are Non-Player Characters, like the Doctor's, or the original players are no longer about, then the GM can just dole them out to the current group of players with a short note on how these past incarnations behave. In this case, it's probably best to forgo bringing back any old companions just to avoid complicating things too much (think ***The Three Doctors***).

MEMORIES

If a Time Lord meets his future self, wouldn't that imply that he lives long enough to become his future self and already knows what is going to happen?

In the case of active forces diverting the timestream, such as those employed by the Time Lords when using a time-scoop or during cross rips caused by primitive time experiments, the Blinovitch Limitation Effect comes into play, the timestreams becoming elastic and tightly wound around each other forming a single, composite continuity.

Once the timestreams are separated again, this 'snapping back' of causality will time-lock the memory of earlier incarnations until such time as they come to meet themselves as the future-most incarnation, who regains those earlier memories once the time streams diverge again.

TARDIS TRAFFIC JAM

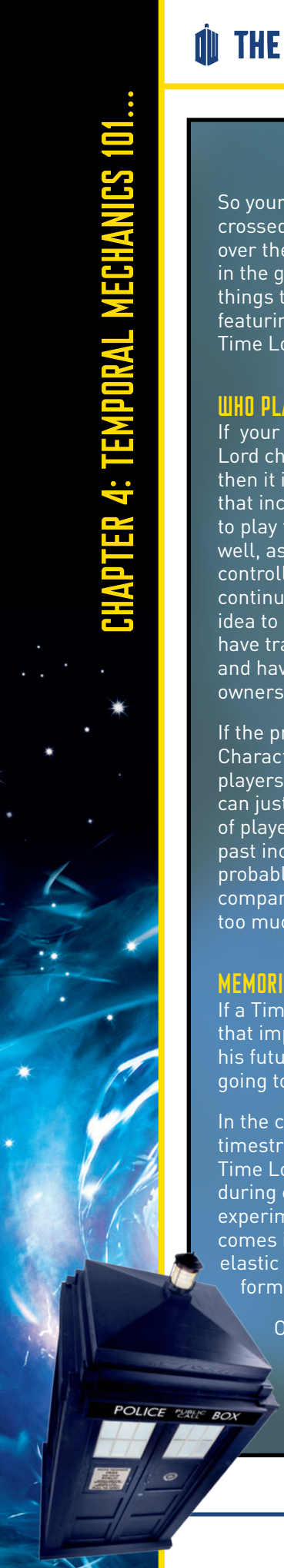
Just because there are five versions of the Doctor about doesn't mean there are five versions of the TARDIS about as well. In most cases, the various TARDIS units will 'combine' by Chrono-Stacking, shifting the position of each proceeding unit a second backwards in time from the one following it and engaging it in a Temporal Orbit , allowing them to exist simultaneously in the same space while avoiding messy temporal conundrums.

This, of course, precludes any further use of Temporal Drift (see pg.79) in order to avoid an Eigen Ram, but all other TARDIS manoeuvres will be available and older versions of the TARDIS will duplicate them exactly where possible while still maintaining their place in the stack. The interior will take on the desktop theme and interior arrangement of the TARDIS on top of the stack, typically the 'oldest' version.

Accessing the underlying TARDIS units in a Chrono-Stack requires the operator to make an Ingenuity +Technology roll at Difficulty 18. On a success, the current occupants of the TARDIS will be shifted back in time to their proper place in the stack, at which point their TARDIS can leave Temporal Orbit and head off into the Vortex on its own as normal.

There are certain cases where Chrono-Stacking will not occur, as in the case where the two TARDIS units are in different Time Zones. They can also fail to combine when the operators intentionally override the safety features for whatever reason, but this usually requires some sort of foreknowledge that the timestreams are about to collide, which almost never happens.

Finally, in some cases, the previous incarnations are brought together using some sort of alternate mechanism, such as a Time Scoop or a wormhole generator. In most of these cases, it is rare for the TARDIS to be brought along with them, so again, no Chrono-Stacking occurs.





CHRONIC HYSTERESIS

While it is possible to create a Time Loop artificially (see pg.72), naturally occurring examples of recursive time are harder to come by. They do occasionally pop up as a result of the natural flow of the Vortex (and a very few extremely clever people can actually cause them to form by direct intervention), but most are unstable and fade as quickly as they are formed unless some form of temporal energy keeps them stabilized.

The most common form of natural time loop is known as a Chronic Hysteresis and it forms when a Time Eddy develops an instability, usually introduced by the efforts of a temporal vehicle or entity to escape the Eddy itself. This instability grows, causing the current to shift and eventually a miniscule clot of circular time 'pinches' off from the original Eddy.

Like a Time Loop, those trapped inside a Chronic Hysteresis are locked off in their own recursive timeline; the main difference being that the repeat cycle can be quite variable as the outside currents push and deform it. Those inside will find themselves repeating the same activities over and over again, with only time-aware species able to recognize their conundrum and exercise their free will for whatever brief time they have before the cycle starts all over again.

There are no known technological methods for breaking out of a Chronic Hysteresis, but there is the slight chance that one can throw the recursive cycle out of phase. By repeating the actions in the loop exactly, but at a point in the loop where the wave function dips instead of crests, one can create a competing wave function that wipes out both by Phase Cancellation. The movements, words and timing have to be precise, however, or one can tighten the recursion instead of eliminating it, so it pays to be patient and get it right the first time. After all, you have plenty of time to memorize your lines...

FISSURES & RIFTS

While the nature of time may be absolute and unbroken, it is far from perfect. From time to time, certain space-time loci may be damaged by extreme temporal forces, creating fissures and rifts. Fissures and rifts are two varieties of the same temporal disturbance, and many inexperienced time-travellers might mistake one for the other, but they operate in slightly different ways.

A fissure is a direct form of spatial damage, a tear in reality caused by massive spatio-temporal flux. In many cases this tear opens a passage into the Vortex and those unlucky enough to fall into the fissure are often lost forever. Some fissures (often known as dimensional cross-rips) are significantly stronger and effectively form unstable wormholes to other places in space, time or even parallel universes. In many cases a fissure can be used as a stable, natural Time Corridor, often more reliable than a technological version, but using one in this manner will almost always widen the breach and exacerbate the damage.

Assuming it is not being used or held open, the fissure will usually 'heal itself' and, in most cases, close naturally, leaving no trace of its existence. The time it takes to heal any particular fissure is completely random and many people have explored a 'mysterious portal' only to get lost in another place and time due to overwhelming curiosity and bad timing.

Rifts are temporal scars, the remnants of a fissure that didn't heal completely due to forces so powerful that the effects reverberate across space-time from one end of the fissure to the other. They can also be left behind as a result of

dragging the entrance of the fissure back through its own exit using a Moebius Inversion (pg.78).

In its normal, passive state, a rift does not provide a doorway into the Vortex. Even closed, however, it can allow certain times and places to merge together through a form of 'temporal osmosis' that often leads to the locals hearing disembodied voices and seeing 'ghosts' from the past or future.

Certain space-time fluctuations can occasionally make a rift 'active' (unless it was closed by a Moebius Inversion, which makes it, in effect, its own micro universe), allowing travel from one end of the fissure to the other. These openings are typically small and short-lived, but random material will often 'wash' up on one side or another with the rift serving as a spatio-temporal 'beach' that occasionally collects the flotsam and jetsam of the universe (which might go a long way towards explaining the dual mysteries of missing socks and replicating hangers).

A rift can also be re-opened by force, to allow travel to and from the Vortex for instance, but this sort of tampering is extremely dangerous. Even a passive rift is a sleeping volcano and awakening it can not only cause the original fissure to reopen, but cause further fissures to form off the main one and splinter local reality into a thousand pieces.

The volcano analogy is actually quite apt: in much the same way a passive volcano exudes heat, so a passive rift exude copious amounts of Artron energy. The temporal flux inherent at even a passive rift can be used to refuel a time vessel very easily and certain technology can be adapted to draw power from the rift and convert it to more primitive forms like electricity. The occasional use of rift energy is typically harmless, and often advisable, as draining the energy prevents a build up that might cause a breach. Unfortunately, over-farming a rift for energy or otherwise putting undue strain on it will almost certainly lead to it re-opening, often destroying those foolish enough to abuse it along with everything else within a couple of Astronomical Units.

Identifying a rift is fairly easy if one knows what to look for. The slow drip of Artron energy can create extremely localised pockets of 'fast' or 'slow' time (such as the one a certain Rip Van Winkle once stumbled upon), awaken psychic abilities in certain sentient creatures and create a multitude of other small-scale paranormal phenomena that, along with temporal 'ghost' sightings, can give the area around the rift a reputation for being 'haunted' or home to 'unnatural forces.' Identifying a fully open fissure is even easier, as the local spatial disturbance caused by the open wormhole will likely pull a Time Travel Capsule towards it and cause all sorts of energetic side effects that can be easily identified. The larger the fissure gets, the worse the strain on reality until earthquakes, hurricane force winds and electrical discharges start to tear the place to pieces. Kind of hard to miss, even for the most obtuse Time Lord...





PARADOXES

A paradox occurs when two or more facts are true, but also cannot exist in the same timeline together. The classic example of this involves going back in time to kill your grandfather. If you succeed, your grandfather is dead, which means you cannot have been born. However, if you weren't born, no one would have assassinated your ancestor. Both facts are true, but only one can possibly be correct.

Most paradoxes occur when unskilled amateurs attempt to manipulate time for their own ends, but despite this, a paradox is very difficult to create unless you are making a point of doing so. Unfortunately, certain time-travellers have been known to court paradox by intentionally going back in time to kill their ancestors or become their own grandfathers, believing that by damaging their own personal timeline they will make it far harder for other time-aware agents to manipulate it.

The idea has some theoretical merit, as such an intervention, if done correctly, will usually see the event only partially altered as the Blinovich Limitation Effect comes into play. This, of course, strengthens the RTD field to protect the new timeline, which does make it harder for others to make further changes to it. Realistically, however, it is extremely difficult to create an intentional paradox and most of the arrogant fools who try perish in a time spur, get caught in a time loop or are otherwise crushed within the collapse of their own timeline.

RELATIVE CAUSAL NEXUS

One of the more curious aspects of time travel involves the way the universe keeps the timelines of closely connected time-travellers concurrent. No matter how far and wide two time-travellers may drift apart in time and space; they always seem to meet back in their own present, relative to each other. Temporal theorists define this relative 'present' as a Relative Causal Nexus.

By Causal Nexus, we refer to a series of several minor nexus points that form a linear causal relationship between two entities. While we typically reserve the term Nexus Point for great and important moments in causality, in truth they are happening all the time to form a stream of moments that define each individual by the actions they take.



Our lives are made up of what we might therefore consider to be personal nexus points. It does not matter to the rest of the universe what you had for breakfast, for example, but it may be very important to your own timeline if that choice means you get hungry before lunch or chose to eat something that upsets your stomach later on. 'A man is the sum of his memories' it has been said, and from a causal standpoint, that is literally true.

Every now and again these points will be shared with other individuals. You may share the same breakfast as your wife for instance. Any time your actions affect others your timeline intersects with those individuals, and the more you do so the more the timelines flow in sync with each other. It creates a stream of interlacing nexus points across several timelines that form a series of causes and effects, a Causal Nexus.

For most people who move through time in a straight line, the Causal Nexus between them remains consistently relative. You cannot move out of phase with each other so the places your timelines intersect retain the same past, present and future. You can do nothing but remain relative to each other and also, therefore, to the Causal Nexus you share because you all experience time in the same linear manner.

If you can travel in time however, this may no longer be the case. You might visit a person in their past, and the times you meet might fall in a very different order for both of you, so much so it may be helpful for one of you to have a journal to keep track, but this is not really a problem as the linear partner's timeline serves as a relative temporal baseline for the relationship. As your interaction is limited to a very defined what was, what is and what will be, the effects are negligible in the grand scheme of the universe so long as the time travelling partner avoids any actions that might change their own personal past by changing the linear partner's future.



Unfortunately, things get a bit more complicated if the people you share personal nexus points with can also move through time themselves. Cause and effect might break down as you can never be sure if you are in the past, present or future of any time traveller you meet. You simply have no point of reference for what actually is the past, present and future. If you meet a fellow time traveller in one time period and discover you have yet to have a certain adventure she remembers from her past, and she has not yet shared a certain experience from your past with you, who is in whose past and who is in whose future? It may not create an actual paradox, but it can be darned confusing.

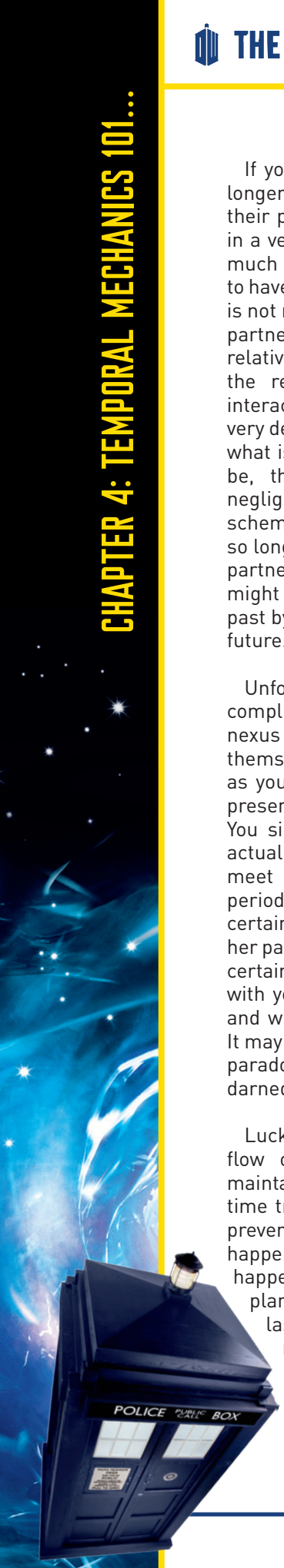


Luckily the natural flow of time generally maintains the relativity of time traveller's timelines and prevents this sort of thing from happening in the first place. It just so happens that unless you specifically plan against it, no matter when you last met a fellow time traveller, the next time you meet them will be the future for both of you. So if you last met each other in the human year 1928, then she travels to 1908 while you travel to 2063, and you then both happen to find yourselves meeting in 1967, the last time you both remember meeting each other will be in 1928. The laws of the universe tend to impose a natural linear timeline onto our more abstract temporal geometry no matter how convoluted our travels might become.

For those with a tightly interconnected Causal Nexus, this even extends to events that a traveller might have evidence or knowledge of but no personal experience with. So if traveller A finds out that traveller B robbed a bank or blew up a planet after the fact, they can't just pop back and stop it before it happens. They can only try to pinpoint their nemesis in the 'present' according to their Relative Causal Nexus and stop them before they do any more harm.

It is possible to bypass a Relative Causal Nexus and make a point of journeying into the past of another time traveller, but it is very difficult to actually change anything while you're there. The main problem with dancing around each other's timelines is that the more you affect each other the more intertwined your timelines become, however non-linear they may be, and the more intersections you share the more the events of your lives are pulled into sync with one other. Too many intersections and the links become so solid that by affecting your fellow time traveller's timeline you are actually interfering in your own, increasing the RTD level around your target and protecting them from your intervention.

For instance, let us suggest you intentionally travel into a marauder's past to prevent them from destroying a planet. However, after destroying the planet the marauder intends to visit another planet where he will have another encounter with you that you remember as being from your past. The second encounter has already happened for you, but it has yet to happen to the marauder.



This means that actions you take to stop them destroying the planet in the present may change their plans for what will be their future/your past or even result in their demise. In this way you are meddling with your own past and suddenly you become the 'bad guy' the universe starts working against. The cosmos is cruel, but fair.

In the long run it is easier to deal with your enemies (especially ones with whom you are very familiar and therefore have very synchronized timelines with) in a linear fashion, even if you do have to move around time to do so. The Daleks themselves were loathe to do otherwise, even when it came to their mortal enemy the Doctor...

RELATIVE GALLIFREYAN ABSOLUTE TIME

When discussing Relative Causal Nexii, one cannot ignore the important place Gallifrey and the Time Lords held in relation to the rest of the universe. Just as 'all roads led to Rome' all timelines led to the seat of the race who originally gave order to time itself. As such, Gallifrey's Relative Causal Nexus ensured that any one approaching the planet would arrive in the 'present' as it was perceived by the Time Lords. This effect was further reinforced by the Absolute Temporal Barriers that blocked travel into Gallifrey's past or future, preventing enemies from tampering with Gallifrey's development.

This combination of temporal confluence and advanced temporal technology made Gallifrey the cosmic equivalent of Greenwich, England and gave rise to Gallifreyan Absolute Time. This temporal standard measurement gave true meaning to the concepts of past, present and future and provided a central reference to the flow of causality that served as a lighthouse to those travelling the Vortex.

At the time of its destruction, the 'present' for Gallifrey was approximately 9,000,000 AD or thereabouts. This created a practical limitation for TARDIS units travelling beyond this point in the universe, as the power transmitted from the Eye of Harmony would not extend into Gallifrey's relative future, which technically didn't exist until they 'experienced' it. Exceeding the Time Parameters set by Gallifreyan Absolute Time left a TARDIS to run on backup power or whatever other sources of energy it could find and adapt, and, as such, Time Lords were heavily discouraged from exploring too far ahead.

WHO MADE WHOM?

The Vortex has always existed since the beginning of the universe, but evidence suggests that it only came into existence as a result of the Gallifreyans looking for it in the first place. In other words, by discovering the Vortex, the Time Lords actually ensured that it came into existence so that they could discover it and become Lords over it.

This is, of course, the sort of 'chicken and egg' paradox that abounds in temporal physics and tends to give scientists who study causality large headaches and a tendency towards being a bit odd (if not altogether mad). It never had an adverse effect on the Time Lords, however. Indeed, it actually reinforced their belief that their culture was the very literal and metaphysical centre of the universe...

The destruction of Gallifrey destroyed the relative order that had been applied to the temporal geometry of the universe by Gallifreyan Absolute Time. As a result, the fabric of space-time has become much more flexible, fluid and vulnerable to temporal tampering. Without the Time Lords' guiding presence, the number of races exploring the Vortex has increased and time spurs, paradoxes and alternate timelines grow in number as their reckless experiments warp the universe.

Fortunately, there are a few groups, the Time Agents of the 51st century for instance, who have foreseen the havoc that can be caused by reckless time travel and have organized to try and prevent the worst damage. They may not be as advanced or as wise in the ways of time as the Time Lords, but they are the best hope the universe has in Gallifrey's absence.

TEMPORAL NEXUS POINTS (TNPS)

Imagine, if you will that time is a river. It has a flow and course that goes beyond the individual stones that line the bottom of the riverbed. Each stone has a part to play, a way it directs the flow of the river, but without that particular pebble the river would still carry on as before. The flow of the river around each stone will change if they

are removed, but the river will continue on its way. In this manner, time moves on an almost unassailable course towards the destiny of the universe. Everything comes to pass and passes on as it should. Treading on a butterfly in the past will not cause this course to deviate, as another butterfly will likely flap its wings at just the right time, only in another place.

On a larger scale, whole civilizations might be removed from time and the river will still continue forward. Events around the local space-time locus will change, but change is not damage and there is rarely a 'proper course of events' that cannot be replaced by an equally probable set of events with a very similar result. True masters of time, like the Time Lords of Gallifrey, could manipulate these smaller events to great effect, removing entire species and planets from time without harming the flow of time itself.

There are some moments, however, that are fixed in time. Some places and events are more than just pebbles and stones in the river. We call these points 'Nexus Points' and they can take many forms.

The most common form of Nexus Point is generally referred to as the 'Spatial' variety. These points are places that for some reason play host to important events in universal history. Interference in such a place's proper timeline can have far reaching effects, depending on the importance of the place. For instance, the Human species will move out across the universe and develop into several new forms, touching billions of worlds and cultures. As such, the home-world of this populous race, the planet Earth, is a Nexus Point and any interference with its development will not only affect the Humans themselves but also the other species they are 'destined' to interact with in the future.

Another form of Nexus Points is the 'Temporal' variety. Every action we take has ramifications that might reverberate across time itself. Even the most bog-standard choices, such as the decision to turn right or left one day, can set in motion a chain of events that will lead to extremely important causal outcomes. These moments are very difficult for even an experienced Time Lord to detect. Quite often, all that turning left instead of right means is that you run into an old friend. In some cases, however, it might make the

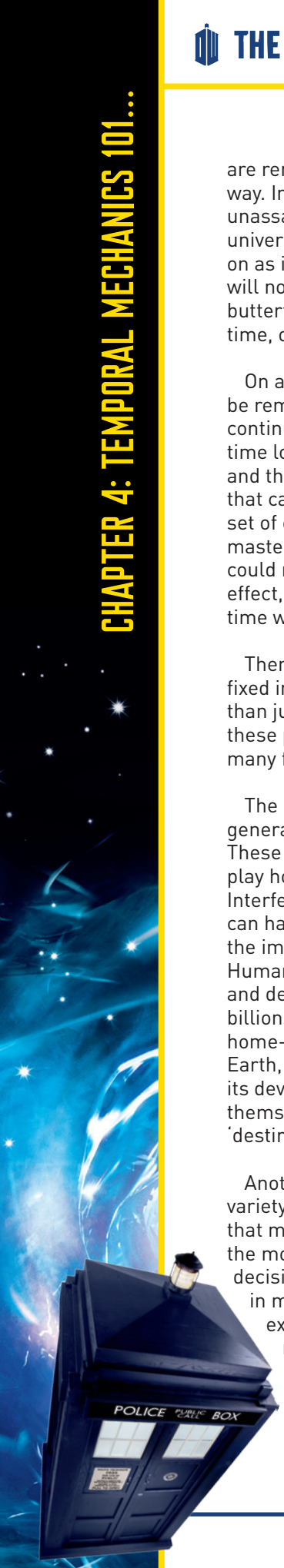


difference between life and death, for you or even an entire species.

The third form of TNP is 'Focal.' There are certain beings or items that have so many timelines flowing over, under and through their Causal Nexus that they are important all in themselves. Jesus Christ, the sword Excalibur and the Face of Boe are all examples of extremely localised TNPs who have changed the course of planetary and even universal history. Indeed, the destiny of major TNPs like Earth are often built upon a massive series of smaller Focal TNPs like these and to knock one of them out of place could set the whole underlying structure of history come crashing down like a house of cards.

Before the Time War, the presence of the Time Lords gave a greater order to the flow of time and TNP's had more stability. Go back and remove baby Hitler and it would turn out that he had a twin brother who was the actual person who became Hitler. Even if you were very proactive (and incredibly skilful) and manage to wipe out his whole family line, someone else, who happens to bear an uncanny resemblance to him, would take his place in history or may well have actually been that person all along.

If we return to the river analogy, the results of certain events in history are not so much stones in the river but the very banks. If these moments could be changed, the effects could be catastrophic, but the weight of the 'time flow' towards specific events during the reign of the Time Lords was such that even if you changed the details, the overall event and its overall effect on the universal timeline would still take place. A dictator would rise. He would lead his nation into



a war that burned across the Earth and that war would change the face of humanity for centuries regardless of whether his name was Hitler, Hitler or Johan Schmidt. The weight of the events, experiences and memories of an entire planet's history, the banks upon which the Earth's flow of time depend for structure, would force the events of WWII to happen in one way or another.

The period after the destruction of Gallifrey is less ordered. The banks of the temporal river have flooded and seemingly minor variations in the current can erode and reshape the banks and change the overall flow of the river itself. Without the presence of Gallifrey, time can indeed be re-written and the fate of the universe changed, although it is still incredibly difficult. As the tiny waves you send through time bounce off of and recombine with each other, they have the potential to create massive tsunamis of cause and effect that will often leave you with unpredictable, unwanted and sometimes dangerous, results.

Even after the destruction of Gallifrey, however, there are still some moments in time that are so important, so vital to the temporal shape of the universe that they cannot be easily meddled with. These TNP's are known as 'Fixed Points' in time. In our river analogy, if events like WWII are the banks of history, a 'fixed point' would be more like the high walls of a canyon that a river runs through. The river before and after these 'ravines of time' may meander this way and that, but it will always end up being shaped by them to flow in a certain direction for a specific amount of time.

Such moments are few and far between, but every time-sensitive species can feel their power. Luckily, it is extremely hard to change a point in causality that is so fixed. Unlike the soft, sandy banks of normal time, the hard, rocky nature of a fixed point is less likely to be reshaped by the forces of intervention unless said intervention is one of almost inconceivable power. You would be fighting time itself, the effects of which are similar to working against the Blinovitch Limitation Effect.

You may save someone from a horrendous death on Mars, but if that horrendous death reshaped the rest of human history, you'll be hard pressed to keep them from tumbling and breaking their neck on the ice outside your TTC or convince them not to shoot themselves when an unfathomable feeling of 'not-rightness' compels them to end their life. No matter who or what is involved, one should simply leave these fixed points behind and not get involved. Time will always exact a price for such interference, even from Time Lords.

THE REAL THREAT OF THE DOCTOR

Now at some point it might occur to you to ask "If the Doctor is such a threat, then why don't the Daleks just gun him down when they see him? Really, they shouldn't even bother to say "Exterminate," just start blasting away the moment they lay an eye-stalk on him!"

Well, this is where our discussion of Relative Causal Nexii and Temporal Nexus Points comes in handy. You see, the Doctor has been around, and when we say that, we mean that his timeline has become intertwined with so many places and so many species in the universe that he has practically become a walking Temporal Nexus Point all on his own. He is a living piece of history with such an intricate set of connections to so many places and times that simply blasting him to atoms could have a reverberating effect on the timeline that could come back and bite you in the end. Especially if you aren't sure which incarnation you're up against.

Time sensitive species can recognize this and will either go to extraordinary lengths to eliminate him in a way that causes as little temporal backlash as possible or, like the Atraxi, will take one look at him and decide that it is better to leave the local space-time zone rather than deal with the potential temporal complications involved with confronting him. Few will risk just exterminating him on sight.

It is a testament to the Doctor's place in the universe that even after joining forces in a historic and unheard of coalition to finally defeat him, a dozen of his most fearsome enemies decided that an eternal prison was a far safer way to remove him as a threat than killing him...



TIME DIFFERENTIALS

When multiple instances of the same person or thing cross timestreams, there is a displacement of space-time caused by the sudden duplication of matter and energy in the same Relative Causal Nexus, causing an excess of temporal potential energy in a finite universe. This discrepancy in the universe's 'temporal energy ledger' is known as a Time Differential. This has to be compensated for and there are various ways in which that can happen depending on the size of the Differential.

For instances in which the Time Differential is relatively small (say a quarter of the entire timeline or less), or the relative molecular signatures are relatively similar (two versions of an adult within a decade or so of each other) the excess temporal energy is typically applied to the earlier versions of a person or object instantly, rapidly aging them to eliminate or 'short out' the Time Differential. The practical upshot of this is that your past self ages to catch up with your present self.

As long as the two versions of the person or being stay separate, this is all that will happen, but if the two should come into contact, the pent up energy is released in a massive explosion of Artron energy that will typically knock out both parties and time-lock the earlier version's memory (often causing severe situational amnesia in time-unaware species). This energy backlash will also damage sensitive electronics in the area as well.

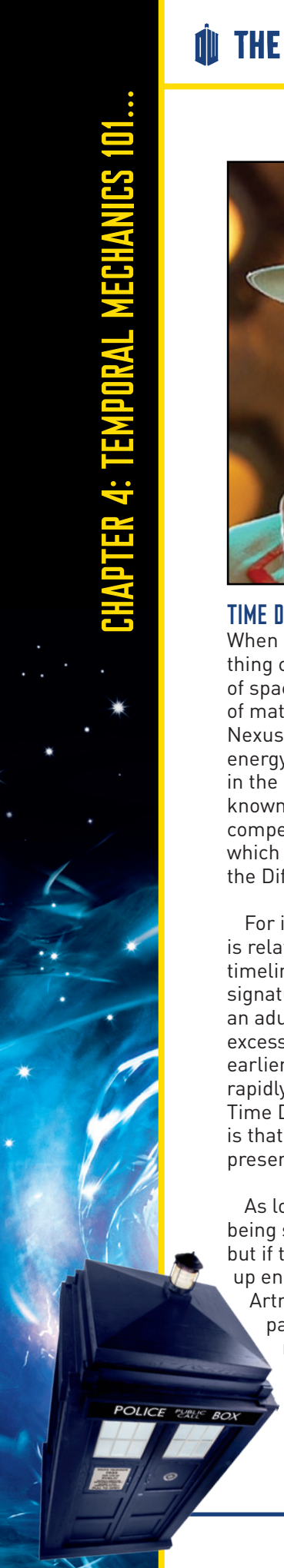
For instances in which the Time differential is large or encompasses two significantly different molecular signatures (say an adult who is interacting with their infant self) then the Time differential is too great to simply bleed off and the Blinovitch Limitation Effect comes into play instead (see pg.51).

Time Lords, insulated from temporal anomalies as they are by their individual incarnations and their very nature as creatures of time, are largely secure from the effects of Time Differentials. Earlier incarnations will age to catch up with the current incarnation, taking on an older form, but the effects are muted with the incarnation in question aging only a year or two for every decade of difference. This only applies to meetings between different incarnations, however, and two versions of the same incarnation will short out the time differential in much the same way as any other being.

There are ways of containing the temporal potential energy in a Time Differential to avoid any of the above effects from happening, usually by creating a time dampening field or through the use of wormholes to bleed off the excess energy into the past. This can allow past selves and objects to interact with each other normally for a short time, but the very presence of excess mass and energy in a finite universe will eventually diminish the effectiveness of such methods to a point where the pent up temporal potential will cause even more damage once they fail. Because of this, it is always preferable to use these methods as temporary measures of last resort and try to uncross the timestreams as quickly as possible.

TIME EDDIES

Since there is no truly accurate way to describe the bizarre nature of the space-time Vortex, it is convenient to return to our metaphor of the flowing river. Within this river are large obstructions created by the solidifying of history around certain moments and places that form temporal nexus points. These points act like 'stones in the river of time', rocks in the flow of the Vortex that stop it flowing freely. Where the flow of time hits these obstructions, it creates 'eddies' in the flow of the Vortex. Such eddies are small whirlpools of reverse current created as the Vortex tries to flow past the obstruction.



In most cases these eddies are simply one more minor navigational hazard to deal with when plotting one's course in the Vortex. However, it is still possible to get caught in the larger eddies, especially as the larger ones can spin off several less obvious minor disturbances in the flow of the Vortex which can draw passing craft towards them. Also, temporary eddies can form in areas where time spurs develop or other temporal phenomena come into being due to intervention or manipulation of local space-time events, and these can appear suddenly in the Vortex, catching a time pilot off-guard like an iceberg in the Atlantic. Even if the pilot manages to avoid the obstacle itself, they can still get caught in its wake.

Even though they are often simple to navigate around, once you're caught in a Time Eddy it can be very difficult to escape. This is mainly due to the flow of time running in reverse to the normal flow of causality. Do not confuse this with time going backwards. When caught in an eddy, time can appear to flow forward as normal; however what is forward for you in the eddy is the opposite direction to the rest of the temporal universe. It is this reverse flow of time that makes it difficult to navigate your vessel out of the eddy and back into the main flow of the Vortex.

The experience of being caught in a Time Eddy differs depending on how you are caught there. If you were travelling the Vortex using a Time Scoop or a Time Corridor you will experience nothing at all, as time will be frozen for you until an outside force can free you from the eddy. This is because you have nothing to protect you from the Vortex itself apart from the energy field of the corridor or scoop. If you are using a vehicle of some form, such as a Time Travel Capsule, the effects will be more obvious. While your personal timeline will usually be unaffected you will find your vehicle stuck in a whirlpool of temporal flux. The whirlpool analogy is appropriate as the buffeting your vehicle will experience as the flow of time forces it back and forward in the Vortex can be very violent.

If you recognize the source of the flux operating on your vessel, you can usually break free into the natural flow of the Vortex by reversing the polarity of the temporal force you are using to drive your vessel through the Vortex. However, it is not merely the application of force that is required. While powering your engines may throw you clear if you fight hard enough, usually you will only succeed in driving yourself faster round in the circle of the eddy's time-flow. So it is important to use the force of your engines to try to jump out of phase with your current time flow, and if you time this correctly the far more powerful flow of the Vortex itself will pull you back into itself. You need not break free entirely to escape; just enough for the Vortex to catch some part of your vessel and exert its own pull.

While Eddies are not usually a danger for a time traveller with a half decent temporal craft, the stronger ones can be problematic. In an exceptionally strong Time Eddy, the temporal effects can make themselves felt even in a Time Travel Capsule. The occupants may experience temporal stasis or even Time Loops. Some of the strongest Time Eddies can actually punch their way into realspace. Assuming a traveller can break free of them, they will inevitably find themselves thrown back out of the Vortex and into the space-time location generating the temporal turbulence. This can be exceedingly dangerous as the turbulence will undoubtedly have been created by a an exceedingly powerful force and getting back into the Vortex without getting caught again can be problematic at best until you can eliminate that force.



TIME SPURS

A Time Spur develops when a paradox occurs that is highly localised in nature and relatively long term in effect, as would be the case with preventing the death of a relatively unremarkable man who, none-the-less, shares a major Causal Nexus with the person saving them. The Spur contains the paradox and prevents further intrusion until it can either be resolved (by clearing up the paradox) or slowly degraded away by the natural forces of the universe (i.e. Reapers).

Time Spurs are a natural reaction of the universe to minor containable paradoxes in much the same way that a pimple is a reaction to a specific clogged pore. As the area becomes inflamed, the body's natural defences work to clean the area of all infection, which should eventually be eliminated. In the case of a Time Spur, the infection is the people in the localised area and the anti-bodies are Reapers.

The Time Spur cuts off the offending area, creating a thin skin that separates it from the rest of time, space and other dimensions, including the pocket dimension of the TARDIS. In the Vortex, this takes the form of a hardened extrusion that creates unexpected turbulence (see Time Eddies on pg.60) around it and which is largely impenetrable from the outside. As the Spur is 'cleaned,' it will slowly decrease in size until the regular flow of time is restored, but with a few minor changes in the current. Alternately, the paradox might be resolved, at which point the Spur immediately 'pops' and time regains its normal flow, but typically with a mild surface scar which permanently raises the RTD level in that area.

TIME TRACKS

Each of us moves in our own 'subjective time,' which means that while you may move across different time zones as you travel, your personal timeline remains a constant series of cause and effect. What happens to you subjectively occurs in a linear fashion and forms a 'Time Track' of the past, present and future you experience, independently of the past, present and future that might apply to the rest of the universe.

Time Tracks are not straight, however. We may experience subjective time as a linear sequence of events but, like the grooves on a record, the timeline itself moves in an ever-shortening spiral towards the end of our existence. On rare occasions, a very improbable set of circumstances (or even deliberate manipulation) may cause you to 'skip' Time Tracks into your own future, like the needle on a phonograph jumping forward into a new groove.

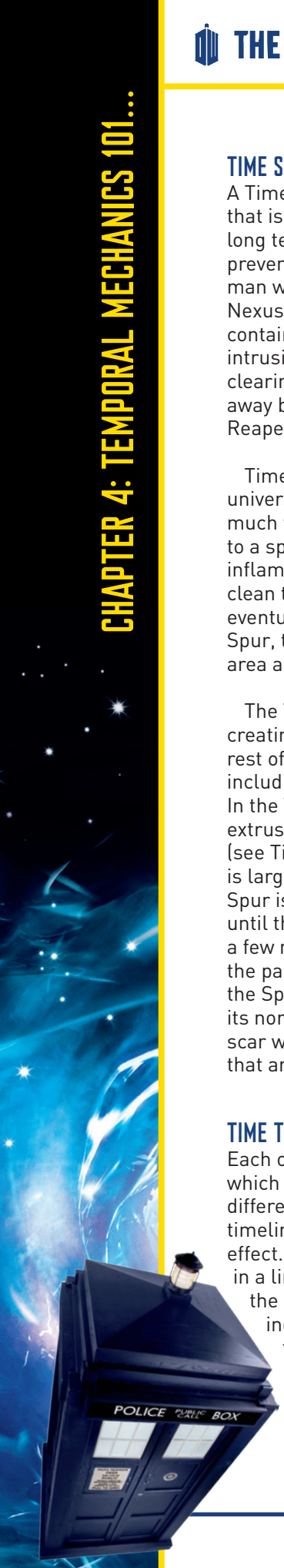
And it gets even more complicated than that, because the dimension of time, itself, has many internal dimensions: our temporal 'record' has spaces between the grooves and a 'b' side to our existence (several, actually) that our temporal needle can skip to, as well. The specific circumstances that lead to the 'skip' will determine where you end up.



Temporal Future Displacement

The most common form of 'skip' is a temporal displacement into the time traveller's future, the effects of which can be rather disorienting, as you move through three different time dimensions, creating three specific effects: Missed Time, Ethereal Time and Displaced Time.

The first effect, Missed Time, occurs as you skip out of your proper groove and into a future one. In effect, the record continues to rotate, so that even when the 'needle' is moved back to its proper place in the timeline, time has still marched on for you. You find that whatever you intended to do in the very near future has suddenly been 'done' without any time seeming to pass at all. For example, you might have decided to change clothes but before you can, you already have, finding yourself changed and ready to go without any recollection of doing so.



After you have moved completely out of phase with your current temporal dimension, you encounter the second effect, that of Ethereal Time. You are, for all intents and purposes incorporeal, a temporal ghost, at this point and can have no physical effect on the future world around you. Where you walk, you leave no footprints, walls will not stop you and you will not feel the breeze on your face or hear the sounds coming from those around you. You are completely invisible and intangible to anyone or anything else you may come across, and the only way you can be detected is by the use of scanners capable of registering the temporal disturbance you leave in your wake. This is all to the good as it prevents you interacting with yourself!

Your fellow travellers in the same situation will be able to interact with you, but no matter what you do to them, nothing will happen. You could punch them in the nose and they wouldn't feel a thing. You could take their favourite watch and smash it to the ground and it will jump right back up into your hand in the state it was in before you destroyed it.

The third effect, Displaced Time, occurs as the needle skips back into its proper place, pulling you back into your original groove. Everything you have done up to this point, now takes effect. If you walked from point A to point B, your tracks will now appear. If you punched a companion in the nose a half hour ago, they will yelp in pain and start bleeding. More importantly, wherever you ended up as you wandered around in your future, is where you will be when you return to your present, only now you'll be tangible and visible, and possibly locked in a room for which you have no key if you weren't very careful. Fortunately, there is a strange pulling sensation that will hopefully clue you into the temporal shift, giving you a moment to adjust your positioning.

Physical Future Displacement

With enough energy behind the skip, a mere temporal displacement can become a full on physical displacement. Instead of experiencing the future as a temporal ghost, you are dragged body and soul into the groove, with the full ability to interact and be interacted with. You will still be pulled back as soon as the kinks in your timeline sort themselves out, but before that time, all manner of temporal chaos can ensue if your future interferes with your return to the past/present, say by killing you.

Any damage you take or equipment you lose will return with you when you resume your place in the past/present. Interestingly enough, any items you find and take from the future will return with you as well, creating an ontological nightmare as the item you take may only have been in the future in the first place because you brought it there for you to find. Indeed, if you eradicate the potential future, the item may have never been going to be left there (which is grammatically confusing but correct in this instance), so where did it come from? This sort of thing occurs more often than you might think.

5D Isometric Inversion

This is the technical term for crossing into an alternate timeline that is related to your own, the 'b' side to your temporal record. In this alternate dimension some small choices you may have made or actions you failed to take will have changed the course of the timeline on this side so that this universe is significantly different from the one that you inhabit on the flip side.

The difference might be based on a single decision, like the decision to turn left or right, which leads to massive consequences for the timeline. Alternately, a series of altered events might lead to a mirror universe, everything the same but reflected with former allies as jack-booted thugs sporting eye-patches and possibly a variation of yourself, with a different face and a decidedly darker soul, ruling with an iron fist.



There are actually any number of alternate timelines on the 'b' side, so you might end up someplace different every time you skip time tracks (although the passage creates small quantum tunnels or cracks that make more permanent connections between that specific alternate universe possible).

The advantage of ending up in these worlds is that nothing you do there will affect your original timeline, outside of possibly ending it prematurely. In fact, if the alternate universe is running on a similar but slightly forward timeline, you might actually gain information that can help you back in your own, proper timeline. You might bear witness to the unforeseen but devastating effects of some project gone wrong, for instance and then take that information back and stop the same project in your timeline before it's too late.

On the flip side, the passage between universes is extremely difficult and dangerous. Unlike the other results from skipping a Time Track, your natural timeline continues, only on the other side, so no natural force will pull you back into your own universe. Even those who end up in an alternate dimension with a time vessel or other means of temporal transport can find themselves stranded due to equipment failure and lack of compatible parts for repairs, or with no power and no way to recharge due to incompatible energy states between the universes.

The other danger is that the small quantum tunnels that you create punching through the dimensions causes hairline cracks to form in the barrier between them. Unless these cracks are allowed to repair themselves over time, they will eventually shatter the barrier, destroying both universes. And once you make a hole, it is much easier and more tempting for others to follow you through it, exacerbating the damage.

Interstitial Time Transition

This is possibly the rarest and the most dangerous form of skipping a Time Track. In essence, you end up between the grooves in your own timeline, stuck between the 'now' and the 'now.'

To you, the rest of the world is utterly and eerily still. While you are there, you are able to interact with your environment, moving objects and creatures about, but you won't be able to use anything that requires mechanical power or the flow of energy, as all motion is frozen. Even attempting to throw something is doomed to failure, as once it leaves your hand, it stops moving. About the best you can do is wander around and take a look, possibly move things around a bit to amuse yourself (placing chickens on top of people's heads, that sort of thing), or poke around to see what secrets you can find before you are dragged back to your proper place in time.

The reason this is the most dangerous form of skipping is that interstitial time is often stalked by Chronovores, phantoms and other creatures that eat time or life energy and can literally devour your entire being in seconds. As such, you will more than likely spend so much time ducking these horrific beings and trying to survive long enough for the skip to reverse itself, that you will find it difficult to find the time to pry into others affairs or engage in childish amusements.

Skipping Time Tracks: Flexible Future or Fate?

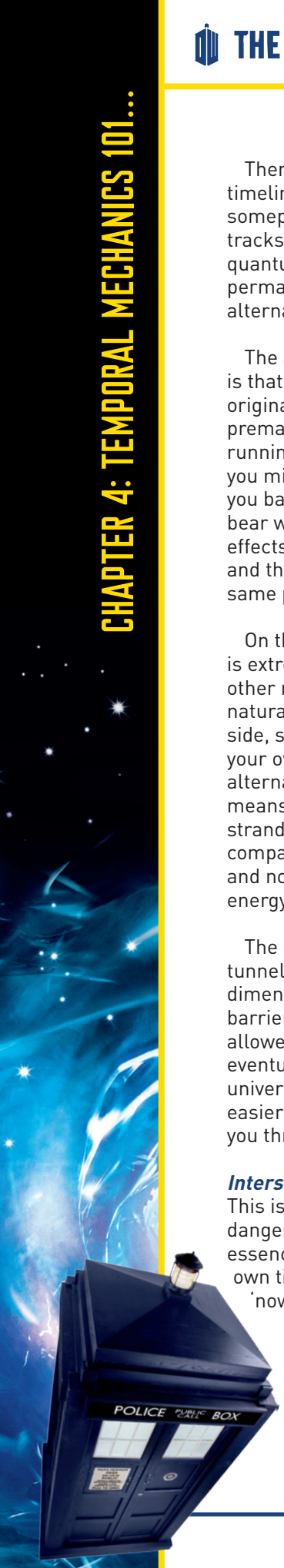
Thankfully, the effect usually does not last long and, unless you ended up in an alternate timeline, your timeline will re-synchronize at some point and you will jump backwards to your proper place. The record continues to spin, however, so the subjective time that has passed for you will still have passed: if you spent 30 minutes walking about the future, you will find 30 minutes have passed in real-time as well.

Many temporal physicists have likened skipping time tracks to moving into alternate worlds. This

STABLE DIMENSIONAL GATEWAYS

Extremely advanced races, like the Time Lords, can stabilize a quantum dimensional tunnel with a gateway made from Block Transfer Computations, if they feel the alternate universe is vital enough to the interests of our own to justify the absurd amount of resources required to do so.

These gateways allow travel between the universes, but prevent the formation of cracks in the dimensional interface. They are extremely rare and unstable, however, and without maintenance, they eventually close up on their own.



is patently incorrect (unless you've suffered a 5D Isometric Inversion), as you are moving within your own true timeline and when you return to your correct time frame you may be armed with information that allows you to alter your own future. This sort of insight can be a double edged sword, however, as the very actions you take to avoid said future may actually serve to propel you directly into it instead. It's a tricky thing, time...

SPACE-TIME NAVIGATION

The nature of the Space-Time Vortex is such that travelling along it is often likened to navigating a ship along the ocean during the age of sail. While this is a rough and extremely simplistic analogy, it is very useful as a way to visualize the basic concepts behind travel in time, as many of the oddities found in fluid dynamics have their temporal counterparts in the flow of the Vortex (as we have already seen).

All Time Travel Capsules (TTCs) and devices, from the crudest Osmic Projector to the most advanced TARDIS, must exhaust a single Story Point to enter the Vortex. The accuracy of its journey is determined by the following factors.

THE SPACE TIME NAVIGATION ROLL

To successfully manoeuvre a TTC or properly operate a Time Corridor or other temporal displacement device for the purposes of travelling through the Vortex, a character must roll 2D6 and add their Ingenuity + Transport Skill. In addition, the character must possess the Vortex Trait or have the coordinates pre-set for their use or they will automatically misjump.

The base difficulty of any movement through the Vortex is 15, shifted up and down by the situational modifiers below:

MicroJump ***+3***
Any movement through the Vortex that is within 1 kilometre and/or 1 week of the present location requires great precision and is much more difficult. On the upside, a Misjmup has less severe consequences (you get 1 ***Reroll***).

Inter-dimensional Movement ***+9***
This includes any movement 'sideways' to the normal space-time continuum, including trips through Charged Vacuum Emboitments, movement into hyperspace, or trips into alternate timelines. Breaking through the dimensional barriers requires an extra 6 Story Points in 'fuel.'

Operator Distraction ***+3***
If the operator is rushed, unable to plot out any coordinates ahead of time, attempts to change their destination mid-course or is injured, they are much more likely to make a miscalculation while inputting coordinates.

Outside Interference ***Variable***
Black holes, Atomic Weapons, Time Corridors, Chronovores, or anything else that can affect the fabric of space and/or time can also make for a very bumpy ride. The exact amount of bump experienced is variable (i.e. GM fiat).

Misalignment ***+1 each***
For every Misalignment result the TTC suffers, this modifier goes up by 1 until the capsule is realigned.

Advanced Time Faring Species ***-3***
The operator is a member of a species with a Tech Level of 9 or greater. This modifier does not apply to the use of TARDIS units, not even for Time Lords, as they are the most complex TTCs in the history of the universe.



TIME TRAVEL WITHOUT A CAPSULE:THAT'S A KILLER!

Travelling the Vortex without some form of protective capsule or corridor is a truly uncomfortable and disorienting experience. Vortex Manipulators, Time Rings and the like do protect their passengers from the worst effects of Vortex travel, but while a trip in a proper TTC like a TARDIS is similar to riding in a luxury RV, travelling without a capsule is like riding a motorbike without a helmet: it will get you where you're going but you'll have a sore butt and a mouth full of dirt and bugs when you arrive.

When travelling the Vortex without a proper capsule, a character will be disoriented and all their attributes will be halved for a number of rounds equal to D6 minus their Strength or Resolve, whichever is higher. Travelling more than a single millennia in this fashion adds another D6 rounds to the total and travelling more than 1 million years adds yet another D6 rounds on top of that.

TEMPORAL DEVICES

A TARDIS is more than a simple Time Travel Capsule (TTC). It is a multi-functional temporal tool, a sort of temporal Swiss Army knife, but it is not the only example of temporal technology in the universe (although it is surely the most advanced).

Other races have produced working temporal manipulation devices of varying efficiency, and the dreaded Daleks have even come close to creating a device similar to a TARDIS. Along with devices for travelling through time, there are also a number of temporal devices that use time as a tool or a weapon. We will discuss all of these in this section.

Each of the following devices will have a TL number in its description that represents the minimum level of scientific knowledge and material science that is needed to produce that level of temporal technology. In some cases this level might be followed by a '+' which indicates that the technology only appears at the far end of that TL. The Zygma Experiments, for instance, were instrumental in providing the groundwork for Earth's TL8 period and Zygma Beams are thus marked as TL7+.

MISJUMPS

When the operator of a TTC fails to input the correct coordinates, properly take into account all of the current astrophysical/temporal factors at their current location or the destination, or if the TTC is damaged or badly misaligned, a misjump may occur.

The severity of such misjumps varies from instance to instance and can lead to anything from a minor displacement from the original destination to a major displacement that throws it and its occupants across time and space and, quite possibly, into danger.

For a Failure result on the Space-Time Navigation roll, roll once on the Misjump Type Table (see pg.223) and apply the results given.

For a Bad Failure, roll twice and apply both results.

For a Disastrous Failure, roll three times and apply all three results.

STASIS FIELDS (TL7+)

Typically, a civilization's first foray into practical temporal engineering produces Stasis Field technology, which is capable of creating artificially generated pockets of null time. Such fields hold a subject safe from the effects of time in much the same way food can be preserved by freezing, but in the case of stasis, the preservation is absolute and no outside force can affect the contents of the field in any way or dimension. This makes them ideal for storing perishable goods, volatile chemicals or even people.

Living beings within a field are unaware of any passage of time as all processes, including thought processes, are suspended at the point in time at which they entered the Field. This is mainly used to prevent death from injury or to quarantine disease until proper medical care can be administered. Stasis pods are also common on intergalactic spacecraft in case of an accident that disables the ship in deep space. The passengers can survive indefinitely without need



for food, water or air until they can be rescued, however long that might take.

The theory behind Stasis fields is a simple one and within the reach of TL 7 cultures who have begun experimenting with time. In effect, the Stasis Field uses a form of temporal lensing that 'bends' time around its contents, isolating them from the flow of causality. The application, however, is difficult, requiring a high degree of technical sophistication to control the size and shape of the field, which prevents any useful application of the technology until the end of the TL 7 period.

The power requirements for temporal lensing are high, and portable power sources that can sustain a Stasis Field for a short time are at least TL 8 in nature, yet another reason that few TL7 societies manage to truly harness Stasis technology on a civilization wide basis. Until such power sources are developed, most Stasis Field technology remains restricted to large devices permanently mounted in buildings or on board large starships utilized mainly by the military or scientific community.

ZYGMA BEAMS (MAJOR GADGET, TL 7+)

As with much of history, necessity is the mother of invention and war is often the father of necessity. So it was in the beginning of the 51st century when the infamous Magnus Greel, Minister of 'Justice' for the Supreme Alliance, built a crude form of TTC to escape prosecution for war crimes.

The discovery of the Double Nexus Particle by Dr. Sebastian Findecker led to the creation of Zygma Energy, a multi-dimensional energy waveform that, when concentrated in an coherent beam could 'punch a hole' through the space-time continuum and into the Vortex. Greel's time experiments used a primitive 'Time Cabinet' to pass through this tear and travel the Vortex using a beam of Zygma Energy to provide power and act as a tether to the home timeline. His first and only real test of the Cabinet would come out of dire necessity, to defy his would be executioners and escape into the past.

Unfortunately for Greel, the discovery of the Double Nexus Particle had led him and his fellow scientists down a false trail and into a

NEW GADGET TRAIT: STASIS (MINOR/MAJOR/SPECIAL)

This gadget has the ability to deflect the flow of time around the target, 'freezing' it in an impenetrable area of 'null time.'

Effect: As a Minor Trait, the field will hold everything within a roughly elephant sized radius within 10 yards of the Gadget, for 2D6x10 minutes. This is at least late TL 7 technology and requires one of the Gadget's Story Points to power the field. The Gadget may not be moved while the field is in effect.

As a Major Trait, the field will hold an area of roughly 1000 square feet that is within 1 kilometre of the Gadget for 2D6x10 hours. This is TL 8 Technology and requires 2 Story Points from the Gadget to power the field.

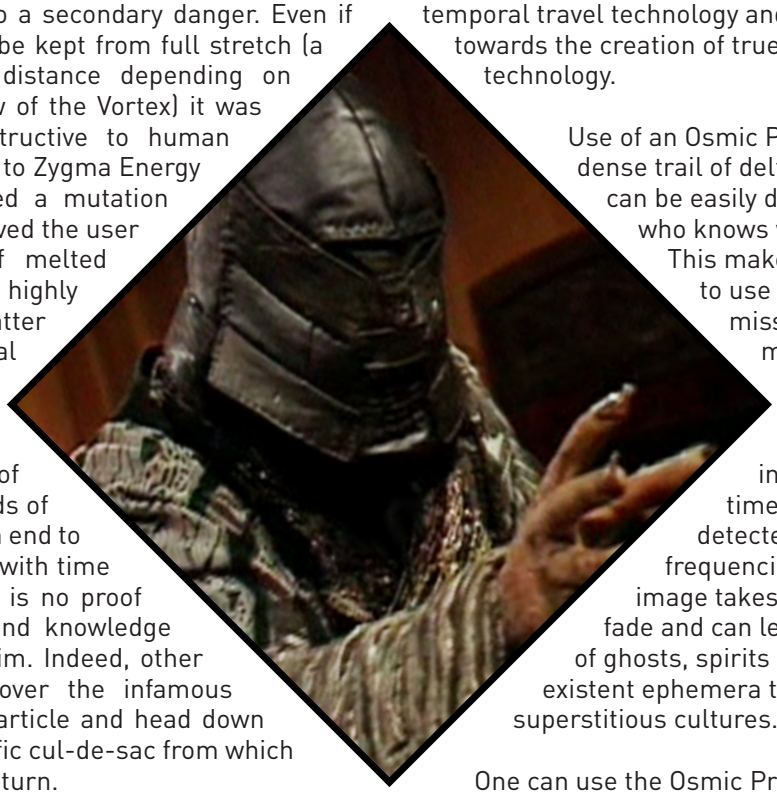
As a Special Trait, it will hold anything up to a large planet in size, and within 600,000 kilometres of the Gadget, for an indefinite period of time. This is TL 9 Technology and requires 4 Story Points from the Gadget to power the field.

In all cases, while the target is within the field, it cannot be affected by outside forces directly and may not act on its own as it is totally frozen in relative space-time. The technology generating the field can be deactivated in order to shut down the field, but until then, the contents in Stasis cannot be affected by any force in existence, not even that of a super-nova.

Note that placing the generator in the field is not an option as the immediate effect would be to cut power to the field, cancelling it out. Also, once a gadget uses its Stasis Trait, the Gadget cannot be used for any other purpose until the field is shut down or collapses. It uses all of its energy to maintain the field.

technological dead end. The Zygma Beam was created by splitting Double Nexus Particles, but unlike the results of normal fission, the two nexii split off from each other could only stretch so far apart before snapping back in a massive fusion implosion that could destroy an entire city and leave a temporal fissure hovering over the remains.

There was also a secondary danger. Even if the beam could be kept from full stretch (a highly variable distance depending on the ebb and flow of the Vortex) it was also highly destructive to human tissue. Exposure to Zygma Energy eventually caused a mutation that slowly devolved the user into a mass of melted flesh, making it highly dangerous no matter what the eventual application might be.



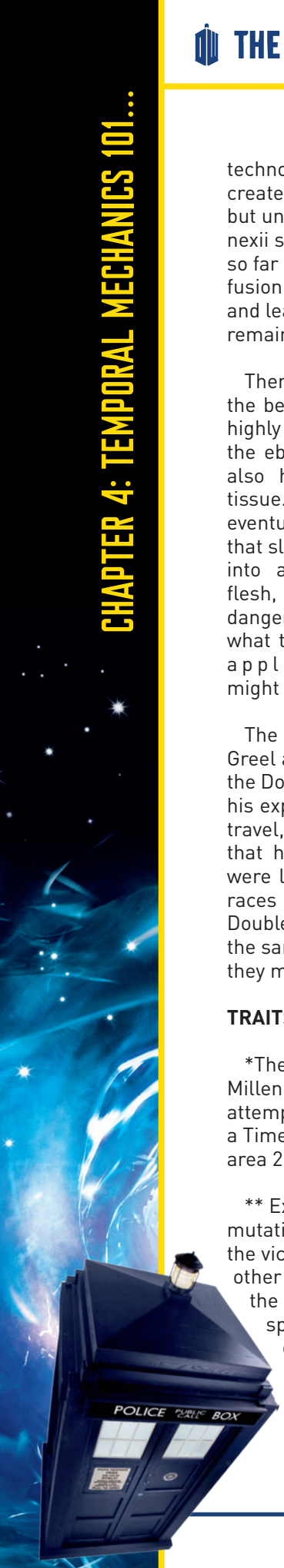
The defeat of Greel at the hands of the Doctor put an end to his experiments with time travel, but there is no proof that his notes and knowledge were lost with him. Indeed, other races may discover the infamous Double Nexus Particle and head down the same scientific cul-de-sac from which they might not return.

TRAITS: Vortex, Restriction (Range*, Mutation**)

*The Zygma Beam will stretch up to D6 Millennia. Once the beam is at full stretch, any attempt to pilot it will result in the formation of a Time Fissure (see pg.53) which will destroy an area 2D6x10 kilometres in diameter.

** Exposure to Zygma energy causes a mutation that slowly causes 1 point of damage to the victim every week. Draining the life force of other beings can restore the user and forestall the effects for 2D6 days, but increases the speed of the decay, causing 1 extra point of damage per week for every 30 victims consumed.

STORY POINTS: 2



OSMIC PROJECTORS (SPECIAL GADGET, TL 8)

One of the most primitive methods of time travel, the Osmic Projector opens up a small quantum tunnel through the Vortex and then draws the user through it to their desired destination in time and space. The corridor remains open for a very brief period of time allowing the user to return to their point of departure. Osmic Projectors are often the first manifestation of temporal travel technology and are the first step towards the creation of true Time Corridor technology.

Use of an Osmic Projector leaves a dense trail of delta particles that can be easily detected by anyone who knows what to look for. This makes them difficult to use for clandestine missions targeting more advanced species. It also leaves a residual image in the destination time zone that can be detected with certain frequencies of light. This image takes some time to fade and can lead to reports of ghosts, spirits and other non-existent ephemera that are popular in superstitious cultures.

One can use the Osmic Projector to bring material back to one's origin point, but this is limited to something roughly the size of a computer bank. Anything larger and the quantum tunnel becomes extremely unstable and may well collapse unless the trip is extremely short. It is also limited in power and range, reaching only a millennia or so through time (2D6x100 years) and a few parsecs in space (D6 parsecs) depending on local fluctuations in the fabric of space-time. It is for these reasons that most species seem to move on quickly to Time Tunnel technology, instead. The Sontarans seem to be the one exception to this rule, possibly because their minds are simply too inflexible to grasp the more advanced concepts of temporal technology.

TRAITS: Scan, Transmit, Vortex, Restriction (Limited Capacity, Limited Range)

STORY POINTS: 4

VORTEX MANIPULATORS (SPECIAL GADGET, TL8+)

After the disappearance of Magnus Greel in the early 51st century, the wars that had plagued Earth for decades died down and life slowly returned to normal. As a new era of relative peace settled on the planet , the scientist-philosophers of the late 51st century managed to backtrack and discover the point where temporal experimentation had taken a wrong turn.

A little more than a decade later, the ever inventive human race had developed a crude Osmic Projector which was followed quickly by the Vortex Manipulator, and in a record time that would have astonished even the Time Lords. At the end of the 51st Century, the technology behind the Vortex Manipulator became the driving force behind the Time Agency, a full blown, intergalactic organization dedicated to policing the timeline in much the same manner as the legendary Time Lords before them. With Gallifrey gone, they were all that stood between the universe and temporal chaos.

The Vortex Manipulator is an advanced form of Osmic Projector with greater flexibility and more portability. It creates a force bubble around anyone in contact with it and shoots them through the Vortex to their destination like a time-travelling cannonball, using a short, temporary time corridor as a barrel to 'aim' them in the right direction.

The journey is rough and trying to hop more than a few millennia is likely to cause ugly misjumps and damage to the manipulator itself as it has to create longer and longer corridors to make sure the travellers get going in the right direction. Short hops, however are very quick and the momentum built up by the 'shot' tends to blast through the current of the Vortex, making it much more accurate than many other forms of Time Travel.

TRAITS: Restriction (Time-Travel without a Capsule), Scan, Short Ranged*, Transmit, Teleport, Vortex (Special Trait)

*+2 to Space Time Navigation rolls when travelling less than 1 Millennium, +2 to Misjump Results when travelling 1 Millennium or further. This costs no gadget points.

STORY POINTS: 7



TIME CORRIDORS (SPECIAL GADGET. TL9)

One of the first advanced forms of Temporal Travel developed by a TL9 culture , the Time Corridor is an artificial link between two fixed points in time via a stable quantum wormhole through the Vortex. You simply step in one end of the Corridor and are whisked to the other end in the blink of an eye, protected from the ravages of the Vortex by the quantum energy field of the Corridor itself.

For all their simplicity, Time Corridors can be found in many different forms depending on the technical sophistication of the species utilizing them. At its most basic a Time Corridor simply opens up a gateway into the Vortex with an exit point that lashes about randomly in the flow of time. Anyone entering the Time Corridor is flung into the Vortex with no means of return or any clue as to where they may emerge. Such devices are of no use for scientific study but can be found as a means of punishment in retrograde cultures that use it as a 'magic hole' to throw unbelievers into. There are, however, a few advanced civilizations (typically those at the end of TL8 who have just begun to experiment with time corridor technology) that will intentionally create a 'timelash' as a tidy way to dispose of their least desirable citizens with little regard to the effects these undesirables will have on universal causality.

More advanced Time Corridors fix a stable destination point, but provide no means with which to return until a fixed 'gateway' can be installed at that destination. These fixed

gateways allow travellers to journey from one end of the corridor to the other instantaneously and, in the most sophisticated examples, one might see from one side to the other and step through as easily as walking through a door.

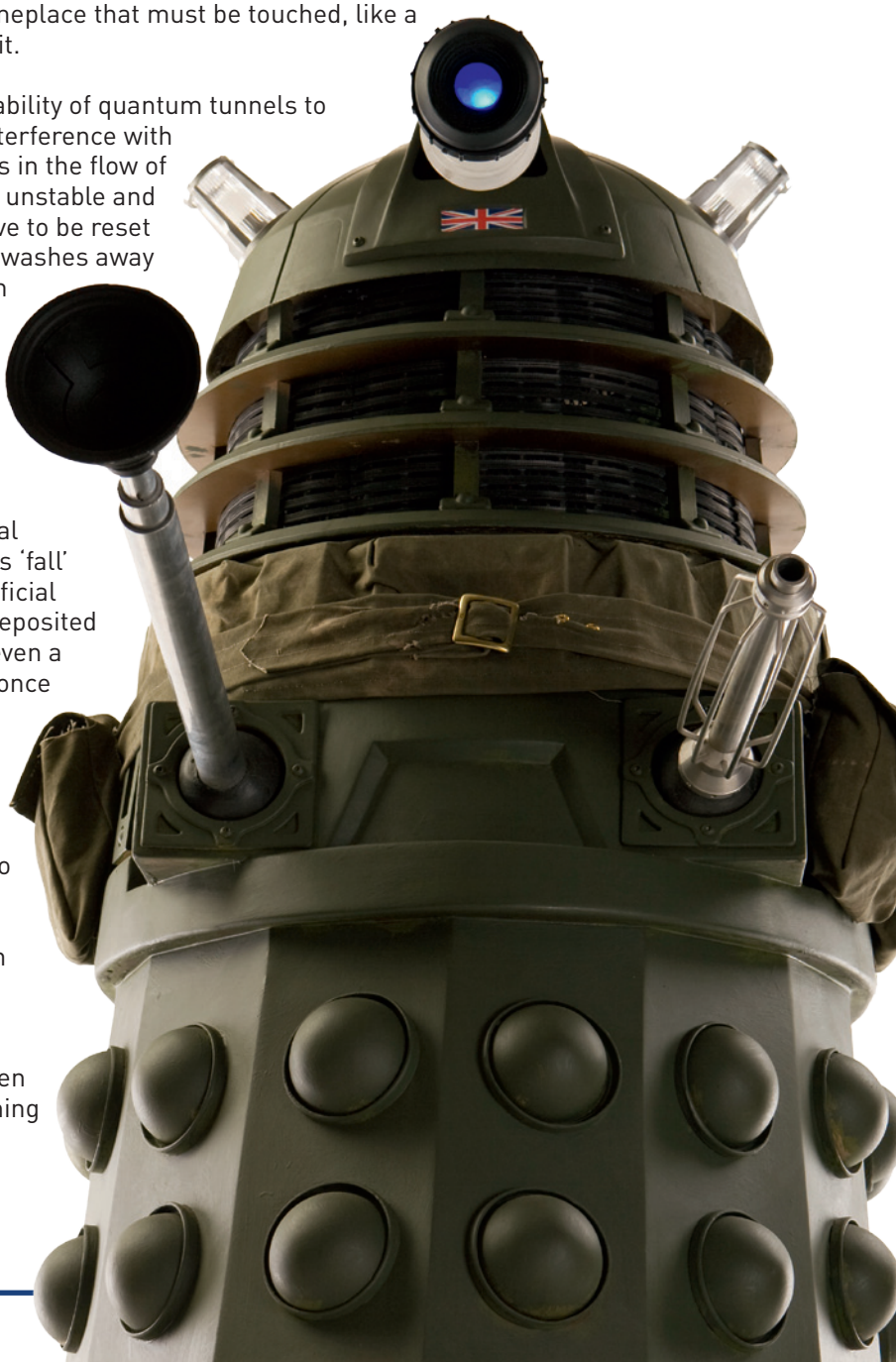
The ultimate form of Time Corridor is one with a fixed destination that can be anchored in place and returned through without a proper gate. Access to the exit is available by standing, for a moment, in the precise area of the exit, touching an object with which it is connected or by use of a remote call-back device which is little more than a transmat linked to the quantum frequency of the Corridor itself. This is a flexible as Time Corridor technology gets.

One reason Time Corridors are eventually supplanted by free roaming TTCs lies in the fixed nature of the technology. The destination may be shifted from one gate to another, but you still need an available gate to make that connection with. Even if your technology is advanced enough to bypass the need for a physical gate at the destination point, you must still send some sort of probe or scout to take measurements of the local spatial and temporal flux and create resonance feedback in local matter (say a spot on the floor or someplace that must be touched, like a doorknob) in order to stabilize the exit.

Another problem lies in the vulnerability of quantum tunnels to Vortex turbulence. Like solar flare interference with radio communications, massive shifts in the flow of the Vortex can make a Time Corridor unstable and even the most stable connections have to be reset from time to time after a time-surge washes away the quantum tunnel and everything in transit inside it. Fortunately, with advanced Time Corridor technology comes advanced monitoring equipment to keep track of these sorts of natural forces, but they are still a hazard.

Time Corridors are also navigational hazards in Vortex travel. Unwary TTCs 'fall' into them, getting sucked into an artificial plug-hole in the Vortex and forcibly deposited at its end. It can be very difficult for even a TARDIS to break free from their pull once caught inside, and the worst part is that once you've materialized at the Corridors destination, it's practically impossible to take off again while the Corridor is still active without getting re-captured by it and forced to the other end.





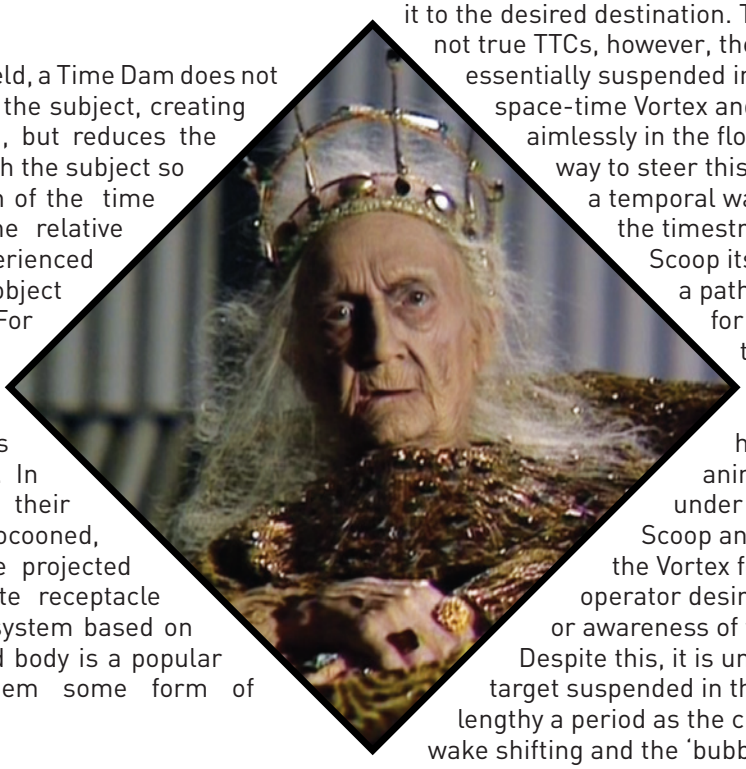
TRAITS: Transmit, Vortex, Restriction (Gates, Resonance or Remotes Required, Loss of Corridor*)

* On a Disastrous Failure when using the Time Corridor, anything or anyone transported is lost.

STORY POINTS: 3

TIME DAMS (SPECIAL GADGET, TL9)

Everything has its time, and everything dies, even Time Lords. For some, however, the lure of eternal life is so great that they come to see time as an enemy to be beaten into submission and enslaved to their will. Time Dams are an offshoot of Stasis Field technology warped to achieve this goal.



Unlike a Stasis field, a Time Dam does not divert time around the subject, creating the null-time field, but reduces the flow of time through the subject so that only a fraction of the time experienced by the relative universe is experienced by the person or object inside the Dam. For a person inside a Time Dam, 6000 years may only take a minute's toll on their body. In addition, though their body remains cocooned, their mind can be projected into an appropriate receptacle (a cell projection system based on the cells of the old body is a popular choice) giving them some form of physical life.

Like a Stasis Field, however, the power requirements for a Time Dam are massive. And they only get larger as chronons building up inside the target threatening to overwhelm the Dam, which requires even more power to keep containing them. At first, standard means of power generation can meet the demand but eventually whole planets and then stars must be consumed to meet the massive power requirements of the Dam until not even they can sustain it. When the Dam finally does fail, the release of chronons creates a temporal backlash in the subject and the restrained years take their toll, reducing the subject to nothing more than dust in an instant.

TRAITS: Stasis (Special*), Restriction (Exponential Energy Increase)

* The mind of a person in a Time Dam is free to be projected elsewhere

STORY POINTS: 4

TIME SCOOP (SPECIAL GADGET, TL9+)

Between a Time Corridor and an actual TTC there exists the technology to 'scoop' a person or item out of time and drop them wherever the operator likes. In effect, a Time Scoop creates a sphere of null time, known as a null sphere, which surrounds the target and then transports it to the desired destination. Time Scoops are not true TTCs, however, the target being essentially suspended in a 'bubble' in the space-time Vortex and left to drift along aimlessly in the flow of time. The only way to steer this 'bubble' is through a temporal wake imposed on the timestream by the Time Scoop itself, which creates a path of least resistance for the null sphere to travel along.

Targets are held in suspended animation while under the power of the Scoop and can be left in the Vortex for as long as the operator desires without aging or awareness of their situation. Despite this, it is unwise to leave a target suspended in the Vortex for too lengthy a period as the chances of the wake shifting and the 'bubble' drifting into the normal flow of the Vortex are relatively high, as is the danger of their getting caught up in a Time Eddy.

Time Scoops are crude but effective devices that literally remove their target from space-time altogether, allowing their personal timeline to be crossed with impunity, and this, of course, requires a great deal of power to accomplish. The one used by ancient Gallifrey, for instance, actually caused temporary power losses due to its enormous drain on the Eye of Harmony. At the very least, it would require the entire energy output of a small star to power one for a single use and even a large stellar body can be snuffed out through overuse.

TRAITS: Scan, Forcefield (Major), Vortex, Restriction (+3 Difficulty to use, Massive Power Requirements, Exterior Control only)

STORY POINTS: 4



TIME LOOPS (TL10)

A Time Loop is essentially a parallel timeline that starts at Point A on the main timeline and then loops back again to that same point A. Within this parallel timeline, the same exact same activities and events will occur over and over and over again until the energy feeding the loop is exhausted or the loop itself is broken.

Time Loops are typically created to remove a threat non-violently and with little danger of escape. Where many beings can resist chains, steel bars and force fields, few can act against the power of a Time Loop. Unlike other methods of confinement, the power and abilities of the prisoner make little difference as time itself keeps moving in a closed circle.

Creating a permanent Time Loop is very difficult and only the Time Lords had the resources necessary to implement them at will across time and space, although it was a technique that was used only a few times in their entire history due to the potential damage removing even a single entity posed to future causality. Time Loops created on the fly are easier to implement but are rarely long lasting. They can give you the time you need to consider a better plan of action, however, which can be very useful when you have only moments to spare. If you don't have enough time to stop an evil Warlord from destroying a planet, for example, putting him in a Time Loop just before he launches his missles will possibly give you enough breathing room to work out another way to stop him.

As with many other temporal devices, power is the main problem with Time Loops. The universe actively resists attempts to bend and twist space-time in such an unnatural manner and the greater flow of the Vortex fights the mere existence of the anomaly once it is created, attempting to 'wash' it away. The larger the loop, the more area it covers, the more power required to maintain it, and as the power reserves dwindle the loop will gradually stretch, allowing those inside to continue a little bit further along their course with each passing cycle (the prisoner gets closer to the door of the prison, the warlord gets closer to launching his missles). Eventually, the loop will break and those inside it will complete their actions as normal.

Especially inventive Time Lords have been known to create self sustaining Time Loops, wherein the actions inside the loop itself produces the power to sustain it. Take a starship with the power to destroy whole worlds, for instance, setting out to destroy a TNP like Earth. A Time Lord seeking to halt the planet's destruction could power his Time Loop generator from the ship's hyperdrive and leave before it is switched on. The activation of the engines sends the ship back in time, where the crew will once more start the engines, which sends them to the beginning of the loop once more. No outside power source is required as the hyperdrive engine inside the loop, and a clever string of causality, ensures the pattern remains unbroken. Getting the timing right is tricky, but it can be done.

Inside the Time Loop the occupants simply carry on as causality dictates, repeating their actions and experiencing the same series of events over and over again. Most are completely unaware of the existence of the loop and believe they are doing what they are doing for the first time. When finally freed, most are shocked to discover how much time has passed outside the loop. However, there are some time sensitive species who can detect the flow of time even inside a Time Loop. The more iterations the loop goes through, the greater the sense of 'déjà vu' and this may allow them to modify their behaviour somewhat and potentially cause the Time Loop to fail, especially if its creation relies on self sustaining power. In the example above, for instance, a time sensitive crew might eventually choose not to turn on the hyperdrive engines and thereby release themselves.



NEW GADGET TRAIT: TIME LOOP (SPECIAL)

This gadget has the ability to fold time back on itself, trapping those inside like flies in amber, doomed to repeat the same series of events over and over and over again for eternity. Or until the power runs out...

Effect: For 3 Story Points, the gadget is capable of creating a temporary Time Loop of 2D6x10 seconds in length, encompassing an area roughly 1 kilometre in diameter. The Loop will last for D6 Scenes and one additional scene for every extra Story Point put into it (the Gamemaster will roll and keep the total secret for maximum suspense).

For 6 Story Points, the gadget can create a Time Loop of 2D6x10 minutes in length and encompass an area roughly 100 kilometres in diameter. The Time Loop will last D6 weeks and D6 extra days for every additional Story Point put into it. Alternately, the gadget can be powered by an event inside the Time Loop (requiring an additional Ingenuity + Science or Technology roll at Difficulty 15), in which case it will run indefinitely until broken.

For 12 Story Points, an entire planet may be Time Looped indefinitely. This requires precise astronomical and temporal calculations and a large source of continuous power, such as a nearby Time Rift, pulsar or other high energy source. It also takes days to prepare and implement and is more suited as a plot device than a simple throw away piece of equipment

In all cases, any gadget with the Time Loop Trait is, by definition, a One Shot item and may not take that Restriction to lower the gadget's cost.

The method for breaking any particular Time Loop depends entirely on how it was created and the manner in which it is powered. Stopping a remotely powered Time Loop requires the interruption of power to the Loop, which will allow it to slowly work itself out. Of course, considering the difficulties inherent in creating a Time Loop in the first place, this might be a slightly more involved task than just going somewhere and 'pulling the plug.' After all, any species with the ability to create Time Loops is not one to be taken lightly.

In the case of Time Loops powered by their own inner events, like our theoretical spaceship from before, there is no way to destabilize the power flow to the loop without some sort of TTC or other temporal device with which to detect and penetrate it. This requires 3 Story Points and a Space-Time Navigation roll, with the Time Loop itself causing a +6 Difficulty modifier due to the disruption of the Vortex around it.

Once inside the loop, any potential interventionists are caught up in the never-ending cycle of events. Having come from outside the chain of events, they are completely aware of their situation at all times, remembering every event that takes place even when the recursion repeats. This does not make them immune to the effects of 'starting over' however, and if the target they have to reach to break the loop is further away than the time the loop allows to reach it, they may find themselves back where they started with no hope of directly eliminating the loop. And unlike the other victims, they will be aware of every second that passes.



TIME RINGS (MAJOR GADGET, TL10)

A Time Ring is a highly compact and useful off-shoot of proper full-scale time technology that is usually developed after a species has mastered the basic concepts of temporal theory to the point where they are as familiar with it as 20th century man was with atomic theory.

The Time Lords have long used them as a method of granting temporary and controllable temporal travel capabilities to those without access to, or the ability to use, a proper TARDIS, although these instances are rare indeed and usually restricted to high priority and highly classified activities.

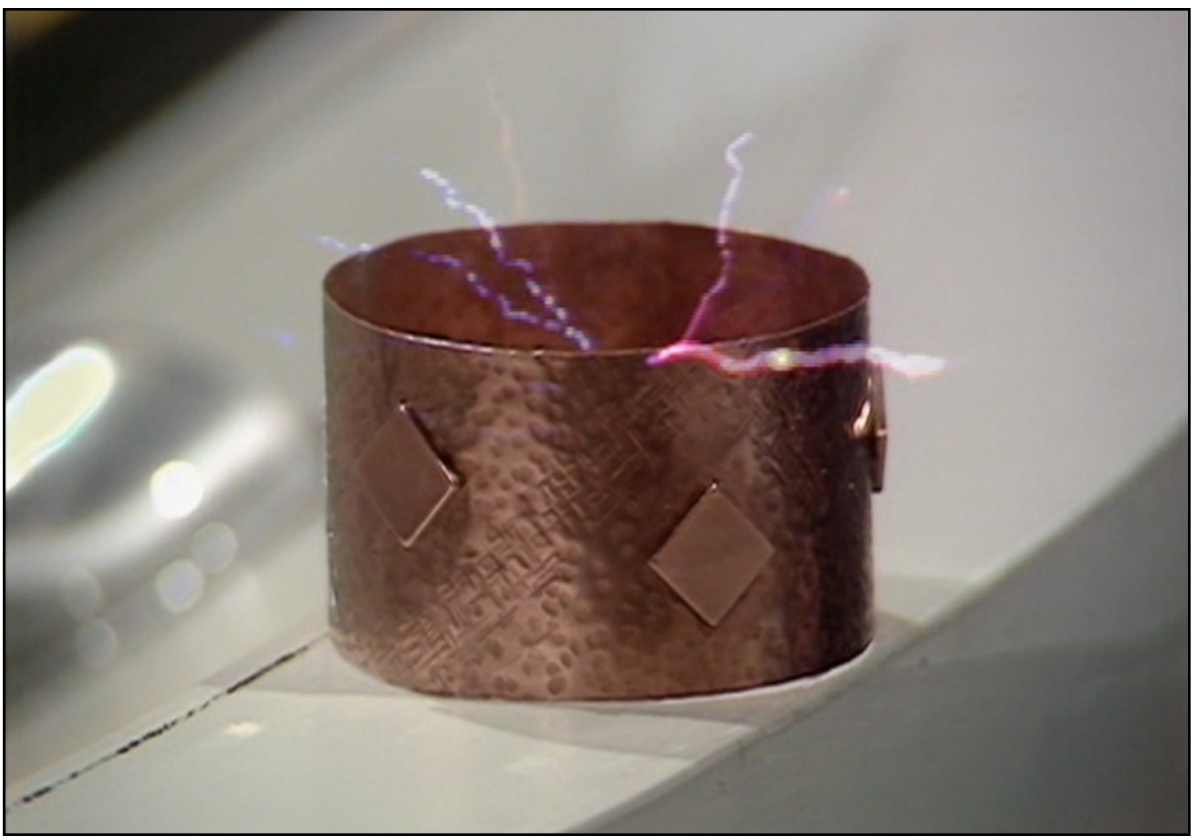
Looking like nothing more than a simple metal bracelet or ring, a Time Ring actually contains highly sophisticated atomic-level circuitry that runs through the entire object. It is usually pre-programmed to bring whoever is wearing or touching it to a specific point in time and space and await a pre-programmed 'moment' or a command by the operator before returning to the original space-time departure point. Gallifreyan Time Rings are programmed to return to Gallifrey shortly after their last preset jump.

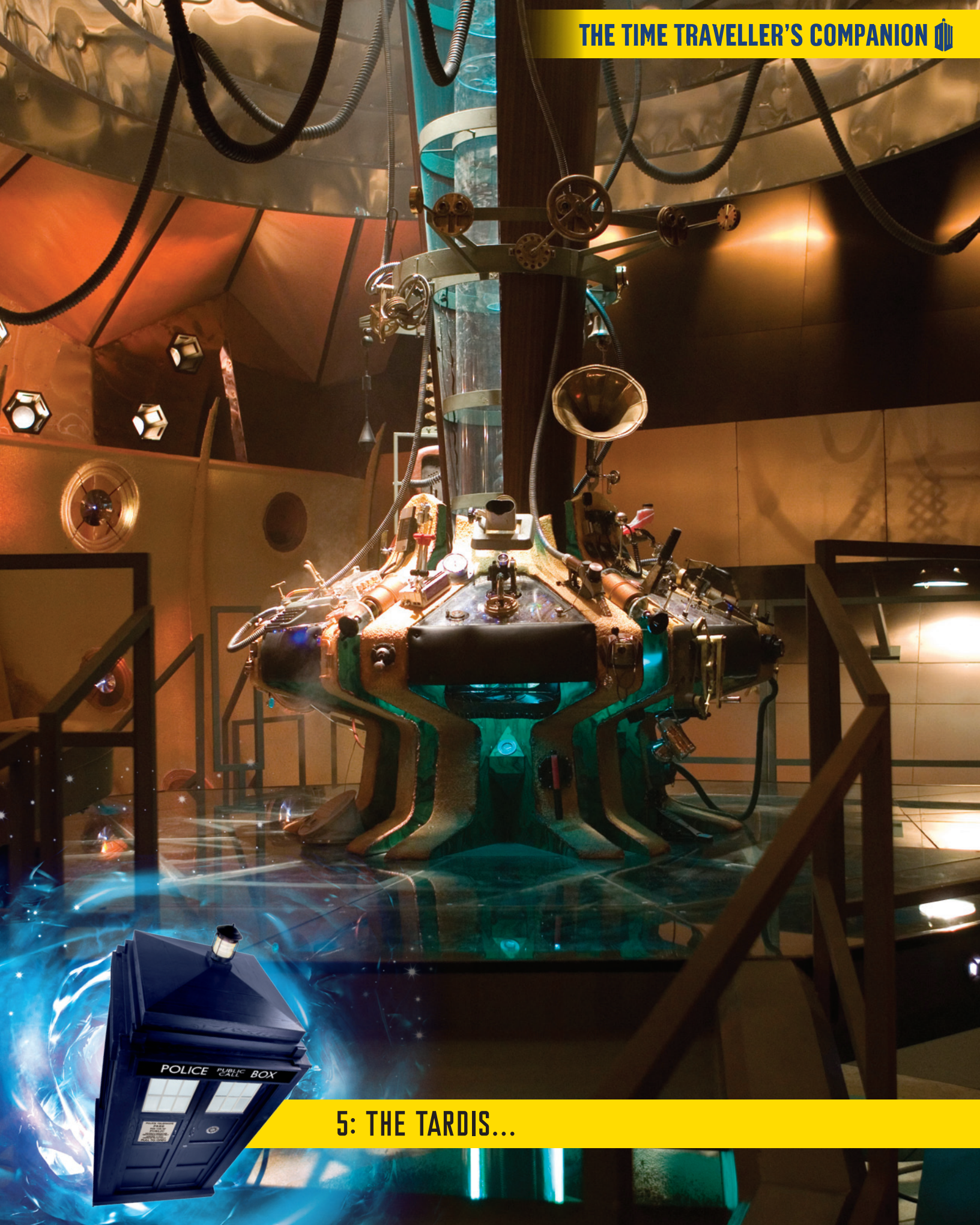
A Time Ring is programmed ahead of time. Its accuracy is determined by the person doing the programming (a Space-Time Navigation roll) and also, due to the constantly changing parameters of the Vortex, by the relative time elapsed between programming and use. Multiple destinations can be programmed into the Time Ring, leading to a series of jumps before returning 'home,' but reprogramming it 'on the fly' is a hugely difficult process that requires highly advanced technology.

Any attempt to reprogram a Time Ring in the field requires a Jiggery-Pokery roll at Difficulty 24 and at least TL 7 technology to implement. Failure destroys the Time Ring, a Bad Failure sends the person working on it into the Vortex (treat this as a misjump) after which the ring is destroyed. A Disastrous Failure sends everyone and everything within a 2D6x10 yard radius into the Vortex (again, this counts as a misjump) and destroys the ring.

TRAITS: Restriction (Pre-programmed trips, Time Travel without a Capsule), Vortex

STORY POINTS: 2





5: THE TARDIS...



In this section we will take a detailed look at the TARDIS TTC and the various systems and special traits that set it apart and make it the most advanced and unique TTC in the history of the universe.

A TARDIS is much more than a temporal vehicle; it is a semi-sentient living machine with capabilities so advanced that it can surprise even a Time Lord with '900 years of phone box travel' under their belt. As such, it should be treated as more than a 'really neat gadget' and more as a fellow character sharing in the adventures of its companions.

The following rules cover TARDIS operation, damage, repair and construction in the game. They will also describe some of the inner workings of the TARDIS and how the characters can utilize them to solve various problems that crop up in their adventures. Rules for creating and your own TARDIS start on pg.110.

TARDIS TERMS

A Space Time Navigation roll refers to the rules found on pg.65 of this book. A TARDIS Operation Roll refers to any use of TARDIS systems, from Space-Time Navigation to using the computer.



TARDIS NAVIGATION

A TARDIS is the pinnacle of technology for a race that is the most advanced time faring species in the history of the universe. As such, while piloting the TARDIS follows the rules set down for Space-Time Navigation (see pg.65), it does so with the following additional modifiers due to its unique and highly advanced capabilities.

Non-Time Lord Pilot ***+3***

Time Lords have a symbiotic connection with TARDIS units and piloting the ship is a much about an empathic, telepathic and cultural connection as it is technical skill and setting physical controls. Non-Time Lords, as a result, will never be as competent at the controls no matter how well they are taught. They can assist, but as soon as they become the lead operator, this modifier kicks in, even if they have the *Vortex* Trait.

Full Crew ***-1 each***

A proper TARDIS crew is made up of 6 Time Lords working in unison. For every additional qualified person helping to pilot the ship (i.e. one with the *Vortex* Trait), subtract 1 from the difficulty.

Remember that even unqualified folks can help to pilot the TARDIS using Story Points (see "Is that how it works, Doctor?" on pg.80 of the ***Core Box Player's Guide***).

Destination Familiar **-1**
If the Time Lord and his TARDIS have been to a specific space-time locus more than 3 times, this location becomes familiar to them and setting coordinates for any location within 1 kilometre and/or 12 months becomes second nature.

If the Time Lord dies or the TARDIS is destroyed, this resets to 0 for any locations previously known as familiar, as the common experiences between the two are key to this 'instinctive' trait.

Pre-Recorded Jump **-1**
The TARDIS stores the coordinates of any trips it makes in a computer log, making return trips easier, as the operator only has to apply minor corrections to the destination coordinates for local Space-Time fluctuations before dematerializing. This modifier doesn't count unless the destination is exactly the same in space and no more than a month or so different in time from the pre-recorded coordinates.

SYMBIOTIC OPERATION

The semi-sentient nature of TARDIS TTC units and the symbiotic bond they share with their operator accounts for much of their precision and functionality. In effect, the TARDIS 'helps' the operator by 'sensing' their needs and then using its own experience to aid in appropriate tasks. In effect, it becomes a sort of subconscious co-pilot for the operator. This extends to all the functions of the TARDIS, not just piloting, but any activity which requires use of the TARDIS controls.

The operator can utilize one of the TARDIS' Attributes, Skills or appropriate Traits in place of their own when making rolls as long as the appropriate controls are undamaged and the operator is symbiotically linked to that particular TARDIS.

So a Time Lord who needs to scan for a particular energy signature, but who is not particularly strong in the Awareness department or who has taken damage to that Attribute might decide to use the TARDIS' Awareness stat instead of their own when scanning. Similarly, when trying to find data in the TARDIS Computer Banks, it is almost a given that the TARDIS' Knowledge skill will outclass the operator's efficiency with computer searches, so he might choose to replace his Technology score with the TARDIS' Knowledge score when he is rolling to use the Computer.

Example: The Doctor is the victim of a Dalek Mind Scanner which severely damages his Ingenuity, reducing it to 3. His companions free him from the machine and they manage to drag him back into the TARDIS, but the mental anguish of his experiences is making it difficult for him to set the coordinates. The TARDIS, sensing his distress, aids him in his task, replacing his lowered Ingenuity with its own Ingenuity of 4. It's not much, but the Doctor will need every last bit of help to escape the clutches of his mortal enemies...

On rare occasions, the TARDIS might even extend this ability to those with a close relationship to the primary operator, like travelling companions. This costs 3 Story Points and allows the person in question to use a single TARDIS attribute or skill for a single roll.





TARDIS MANOEUVRES

Due to their nature as mathematical as well as physical constructs TARDIS TTC Units are capable of a number of manoeuvres that would be impossible to perform with any other form of TTC. Each of these manoeuvres requires an extra expenditure of TARDIS' Story Points (SP).

MATERILIZATION FLIP-FLOP (3 SP)

When a TARDIS is in danger of colliding with another object, the operator can initiate an emergency demat/remat sequence to fold space around it, moving it instantly from one place to another without having to re-enter the Vortex. This requires a Space-Time Navigation roll at a +3 Difficulty.

On a Success, the TARDIS can dematerialize and rematerialize anywhere within D6x100 kilometres of its original position. With a Good Success, the TARDIS can even materialize inside the object it was on a collision course with.

On a Failure, the TARDIS fails to move out of the way in time and is hit by the object.

Either way, Materialization Flip Flops cause a huge strain on the TARDIS' systems causing a single point of damage and draining reserve power to the point that it will be D3 hours before it can dematerialize again.



MOEBIUS INVERSION (6 SP)

Some extraordinary forces can rip a wormhole in space-time or into the Vortex itself allowing energies and substance to pour in from one end and out the other. As an emergency measure, the TARDIS can be used to stop up the wormhole's exit like a finger in a dike. This requires a Space-Time Navigation roll at a +3 Difficulty.

Like said finger in said dike, however, this solution is only a temporary one and more permanent solution must be found (dependent on the adventure and GM fiat) and implemented within 3D6 Hours or the TARDIS will be shot out of the exit like a cork from a champagne bottle, suffering D6 damage in the process, and widening the opening explosively. If a solution cannot be found or implemented in that time, one last desperate measure is open to the operator of the TARDIS.

Using the same Spatial Warping Fields that open and close the passages between real-space and the Vortex when the TARDIS dematerializes, the operator can drag the exit of the wormhole back through its entrance, closing it off by making it, in effect, one-sided. This is extremely difficult and requires the Vortex Trait, an Ingenuity + Transport roll at Difficulty 27 and 6 Story Points.

On a Success, the manoeuvre is completed with minimal damage (1 point, which can be negated with a Story Point). On a Good Success, no damage is incurred. On a Fantastic Success, not only is the wormhole closed, but any material that it had previously ejected is drawn back in and disappears. This effect might be temporal as well as physical, repairing any damage done since the wormhole opened (at the GM's discretion).

On a Failure, the wormhole is closed, but the TARDIS takes major damage (D6 points). On a Bad Failure, the wormhole is not closed and the TARDIS takes D6 damage, although it is still blocking the wormhole. On a Disastrous Failure, the TARDIS is forcibly ejected out of the Wormhole, suffers 2D6 Damage and the wormhole becomes too large to plug up with the TARDIS again.

A wormhole closed through the Moebius Inversion process generates an internal temporal fusion reaction that, on rare occasions, can produce Artron energy that can seep out into

real-space through the 'scar' or 'rift' that it left on the fabric of space-time. This can lead to a variety of strange phenomena around the area of the rift, causing strange temporal echoes or stimulating psychic activity in certain individuals who live on top of it. Resourceful time travellers will even find it useful for fuelling their TTC or powering their time experiments. Information on Time Fissures can be found on pg.53.



SPATIAL OVERLAP (1 SP)

A TARDIS can materialize 'over' an object, causing it to appear within the extra-spatial dimension of the TARDIS interior.

Spatial Overlap requires a separate Space-Time Navigation roll at a +3 Difficulty, made the moment before materialization. The operator can choose where, exactly, the object appears inside the TARDIS, but the space must be large enough to accommodate it.

On a Failure, the TARDIS fails to materialize over the object and appears next to it instead (if that is physically possible). On a Bad Failure, the TARDIS has a spatial misjump. On a Disastrous Failure, the TARDIS tries to occupy the same space as the object without enveloping it and suffers D3 points of damage before shunting off D6x100 yards.

If a TARDIS spatially overlaps another TARDIS, the two become nested, forming a complicated tangle of recursive corridors and dimensional confusion. All TARDIS operation is increased in Difficulty by +6 until the two are separated and any attempts to move or reconfigure one TARDIS may be opposed by the operator of the other.

Separating the two requires a Space-Time Navigation roll at a +9 Difficulty. Success separates the two, a Fantastic Success allows the operator to immediately pursue the other TARDIS using Wake Shadowing (see pg.80).

Failure means the two TARDIS units are locked together still. A Bad Failure causes D3 damage to the TARDIS trying to break free and a Disastrous Failure causes a Time Ram (see pg.80).

TEMPORAL ORBIT & TEMPORAL DRIFT (1 SP)

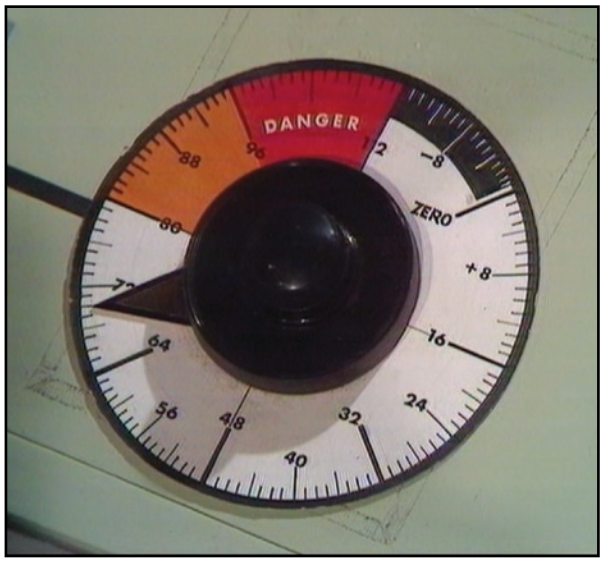
By bypassing the Space Time Rationaliser and setting the TARDIS to move backwards in time at the same rate at which time flows forward outside the RWI, the operator can put the TARDIS into what is known as Temporal Orbit. The practical upshot of this is that time outside the TARDIS seems frozen and the operator can spend days, weeks or years inside without missing a single nano-second in the world outside.

A similar, but opposite, effect can be achieved by disabling the Relative Drift Compensators and allowing the TARDIS to drift forward in time at an increased rate. In this way, the operator can move into a new time-zone quickly without having to re-enter the Vortex or move the TARDIS from its current location. This is especially useful for observing extremely slow changes over time, such as watching a village grow into a town and then into a city over a space of only minutes.

Either one of these two functions will require a Space-Time Navigation roll at a +3 Difficulty. A Success allows you to control the amount of time flowing past the TARDIS exactly.

A Failure when attempting a Temporal Orbit causes the TARDIS to drift backwards in time, forcing an emergency dematerialization to prevent it from colliding with itself in the past. A Bad Failure not only dematerializes the TARDIS, but causes a Temporal Misjump. On a Disastrous Failure, the TARDIS collides with itself, causing an Eigen Ram (a Time Ram involving the same object) and one heck of a paradox.

A Failure when using Temporal Drift sets the amount of time randomly at D6x10 years per second. A Bad Failure makes time pass at D6x100 years per second and a Disastrous Failure, D6x1000 years per second.



TIME RAM (6 SP)

It is a basic physical law that two objects cannot co-exist in the same space and this applies doubly so for two TARDIS units, which can blow a Belgium-sized hole in the universe if they do.

Safety features exist to prevent this, but accidents happen, shields can be left down, systems can be damaged, and sometimes a desperate operator will just flat out override the controls in order to stop some time marauder by engaging them in a game of Temporal Chicken.

Overriding the safeties to allow a Time Ram is a Difficulty 18 task and the operator may not use any TARDIS attributes or skills to help with the roll (no TARDIS is that suicidal). Once the override is made and the course is set, the GM should secretly roll 2D6 to determine how many rounds remain until the two TARDIS units collide. The operator may abandon their attempt at any time, but if they don't the resulting explosion will destroy them both, and a take a massive chunk of any nearby solar system with them as the tear in space-time creates a small black hole.

There is a slight chance that one of the TARDIS TTCs will survive the encounter. If the operator can make a last second Materialization Flip Flop (see below) and scores a Fantastic Success, their TARDIS will survive, but it will be heavily damaged, suffering 2D6+3 damage.

A Time Ram in which the same object collides with itself is known as an Eigen Ram. It works out pretty much the same way as a normal Time Ram, but with an even bigger and more destructive dimensional cross-rip. Big-ba-da-boom!

WAKE SHADOWING (1 SP)

By following another object into the Vortex and then travelling directly behind it and inside of its wake, the TARDIS can pursue an object with little effort, following it to wherever and whenever it is headed for.

If the target is on a set course and is either unaware or unconcerned with its pursuer, then all that is necessary is a single Space-Time Navigation roll with a bonus to the roll equal to the operator's Awareness.

If the target is actively trying to shake its pursuer by jumping in and out of the Vortex, then the Difficulty of the roll is increased by the opposing operator's Ingenuity + Transport. If the TTC is unmanned and simply out of control, then this will be a set +6 Difficulty.

A Fantastic Success means that the pursuer cannot be shaken off and can follow the target wherever they need to. A Good Success allows the pursuer to land in the right time-zone and within D6 kilometres of the target. A Success means that the pursuer is still pursuing, but another roll must be made. Failure causes a misjump to occur, as normal.





TARDIS DAMAGE & REPAIR

TARDIS Damage isn't applied in the same way as character damage, which makes sense considering the fact that it is a machine, albeit a living one. Instead of simply reducing Attributes, the TARDIS takes system damage, which reduces its functionality and can eventually, after the accumulation of a great deal of abuse, ground it until it is repaired or even force it to rebuild itself in a process very similar to Time Lord regeneration.

For every point of damage a TARDIS takes, the GM will roll once on the TARDIS Damage Table. Damage is divided into the six types below.

MISALIGNMENT

Each time the TARDIS suffers a Misalignment result, it adds +1 to the base Difficulty on all Space-Time Navigation rolls. A 'tune-up' is required to repair misalignment and this involves a Difficulty 15 Technology roll with a +1 modifier and 1 hour of work per point of misalignment.

If not taken care of promptly, misalignment can quickly get out of hand and the operator will eventually find their travels impossible to control, much as the Doctor did during his first and second incarnations.

CONSOLE DAMAGE

Controls and circuits explode in a shower of sparks due to a power surge through the console. For every point of damage, roll a D6 to determine which station is affected and then randomize between the systems there. Each control or circuit blown out increases the difficulty of all rolls using the relevant system by +1 up to a maximum of +6. At +7 or more, the system is too damaged to be of any use until enough controls and circuits are repaired to bring the modifier back down to +6 or less.

A PC may repair damaged circuits and controls by taking an D6x10 minutes and making an Ingenuity + Technology roll at Difficulty 15. A Success repairs a single control, a Good Success repairs D3 Controls, and a Fantastic Success repairs D6 Controls.

On the flip side, a Failure takes time but fixes nothing, a Bad Failure ends up damaging another control and a Disastrous Failure will end up damaging an additional D6 Controls.

Specific subsystems, like the Manual Flight Controls, will become inoperable until repaired, unless it says otherwise in their description. The GM may also assess additional specific results based upon the specific controls damaged as they see fit. If the microphone is blown out, for instance, then they might decide that voice communications are no longer possible until it is repaired and a blown out door control may well trap the occupants in the TARDIS if they are currently using a Void Interface (see pg.101).

MINOR SYSTEM DAMAGE

A non-vital system is damaged or destroyed, reducing the functionality of the TARDIS. Repairing a Minor System takes 2D6 hours and an Ingenuity + Technology roll at Difficulty 15.

MAJOR SYSTEM DAMAGE

A major system that is vital to the function of the TARDIS or the safety of its inhabitants is damaged or destroyed. Repairing a Major System takes 2D6 Days and an Ingenuity + Technology roll at Difficulty 21.



NEW TRAIT: PERCUSSIVE MAINTENANCE (MINOR)

There are some people (mad scientists, leather jacketed greasers from the 1950's, etc.) who have a rather peculiar innate understanding of machines that allows them to activate malfunctioning machinery with a single well placed blow to the appropriate area.

Effect: Whenever a character with this Trait fails a roll to repair some sort of technology, they immediately whack it with their fist or some other object and the player may roll again, replacing Ingenuity with Strength. They may only attempt this once per repair.

In addition, if they don't have time to make a proper repair, they may use Percussive Maintenance to get a piece of technology temporarily working by making a Strength + Technology roll. On a Success, the tech will work for one use, on a Good Success, it will work for D6 uses, and on a Fantastic Success it will continue to function until the Gamemaster decides otherwise.

ATTRIBUTE DAMAGE

The living growing framework that gives the TARDIS its semi-sentient nature is actually 'injured.' This is treated in the same way as damage to a standard PC, removing D3 points from the TARDIS' Attributes for each Attribute Damage result rolled.

This damage cannot be repaired or mended in a conventional way. It must re-grow naturally and will do so at the rate of 1 point per adventure.

QUIRK

The complexity and semi-sentient nature of the TARDIS means that it will often develop a rudimentary personality as it shares experiences with its operator and other occupants. Some of these experiences, like exposure to danger and damage, can cause it to pick up a number of odd quirks. These cannot be 'repaired' as such, although any Traits picked up as a result of Quirk damage may be bought off using TARDIS advancement points as normal (see pg.128).

TARDIS REGENERATION

When necessary, a TARDIS can, and will, 'regenerate.' This is a very rare occurrence and it takes a great deal of system damage to trigger it. Once the regeneration cycle starts, the TARDIS will close its operator and any other living beings out of the interior, dematerializing without them if necessary to empty itself, and it will go dormant for anywhere from 20 minutes to a couple of hours as it rebuilds itself internally.

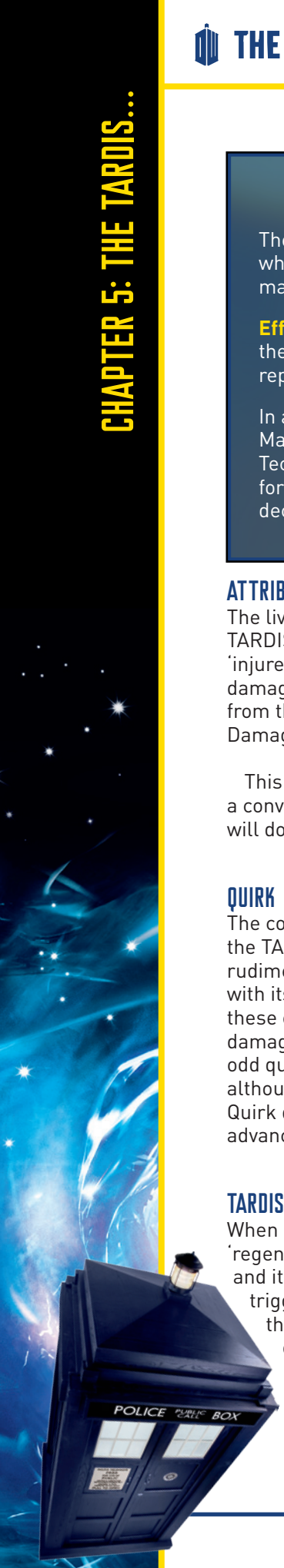
During this rebuilding, vital systems will be replaced and the console will be rebuilt from the ground up. Roll a 2D6 for each Damaged System (except those resulting from a Bad Trait). A Minor System is repaired on a 5+, a Major System on a 9+ and Special Systems on a 12.

All console and Attribute damage is fully repaired. Traits typically remain the same, but the GM may, optionally, roll on Regneration Table 4 and apply the results to the TARDIS Traits.

The TARDIS may choose a new desktop theme to go with its new 'personality' and a random rearrangement of the interior will often occur because of this, with whole rooms moving about and trading features (a swimming pool moving to the library, for instance).

After the TARDIS ceases to be dormant, the TARDIS key will warm up and vibrate slightly to alert the operator to the fact that the regeneration cycle has been completed.

Parts may be a problem for a TARDIS undergoing regeneration, and that is why not all systems are repaired during the process and many repairs are often done with any spare bits the TARDIS can acquire, from inside its own interior or even by reaching out and nicking items from the local surroundings. This often results in an interior that is a hodgepodge of random bits of discarded technology, from bicycle pumps to hand-bells to bath taps, that are perfectly functional but only make sense to the trained operator.



DEATH OF A TARDIS

TARDIS TTC Units can be destroyed; it's just extremely difficult and requires extremely rare and/or concentrated forces to do so. The Doctor's TARDIS even managed to ride out and survive the final cataclysm that destroyed both the Daleks and the Time Lords, although it did so by the skin of its Exo-Chronoplasmic shell, suffered massive damage and was forced to regenerate alongside the Doctor.

There are forces in the universe, however, that can 'kill' a TARDIS and a Time Lord should never be complacent when aliens of advanced technology or massive power are involved. Here are just a few known ways a TARDIS can meet its end...

Being attacked by weapons or events with energies that transcend normal space-time (super-novae, anti-matter explosions, Z-Neutrino energy, weapons developed by time sensitive species, etc.)...

By occupying the same space and time as another TTC (a Time Ram) or itself (an Eigen Ram)...

Travelling back into Event One: the Big Bang...



IT ALWAYS COMES DOWN TO THE PARTS

While it is true that a Time Lord may park their TARDIS in a quiet spot or shift it into Temporal Orbit and work as long as they want to repair all of the damage it has suffered, this rarely happens. Why? It could be due to distraction, a forgetful nature, or just plain laziness. Most of the time it just comes down to not having the right parts to effect a complete repair, necessitating a special trip that unerringly lands the operator in the middle of yet another adventure.

Take the Doctor as a first rate example. His TTC is usually in a state of disrepair, and during his early years he had very little control over it at all until his exile on Earth, where he had nothing better to do (relatively speaking) than to work on it. After that time, he seemed to gain more and more control over his TARDIS, possibly due to slowly replacing worn out components and fixing damaged systems whenever the mood took him.

After the Time War, the TARDIS was so badly damaged that most of its systems are jury-rigged and even the easiest trip is a rough ride, yet the Doctor is rarely seen working on his machine. There is just too much to see and he is too easily distracted to take the time needed to do the job all at once.

To reflect this in the game, you may make repairs between adventures, but after each repair roll, you must make a straight up Resolve roll vs. the combined Difficulty of any other repair rolls already made (you may use any personal Story Points you have remaining after the previous adventure on this roll, but *not* TARDIS Story Points). If you succeed, you may make another repair roll. If you fail, you character either loses interest, or gets distracted by something and may make no other repair attempts before the next story.

The referee is also free to disallow repair attempts for other reasons, as they see fit.

THE TARDIS CONSOLE

The TARDIS is intended to be manned by a crew of six and each member of the crew is typically in charge of one station during operation, with the main operator, typically the one symbiotically linked to the TTC, controlling navigation. As such, the standard stations are arranged into specific groupings of controls that facilitate a full crew and trying to operate a TARDIS by one's self can be a tricky (and exhausting) proposition at best.

As a mathematical as well as physical construct, however, TARDIS control groupings can be moved about and combined together with relative ease, in whatever way suits the primary operator, using the Architectural Configuration system. As a result, TARDIS units eventually evolve unique console structures and a single TARDIS may have many different console setups during its lifetime based upon operator whim, desktop setting and even TARDIS regeneration.

Whatever the look and setup of the console, however, a Time Lord will always be able to identify and operate the controls instinctively, no matter how minimal the interface or how bizarre they may look. Bath taps and bicycle pumps notwithstanding, a Time Lord will always know where the Helmic Regulator is and how many pumps or turns it takes to set it properly (see the *Minimal Interface, Infinite Complexity* Sidebar below for the reason why).

It should also be noted that the systems and control groupings described below are only the most prominent and important groupings that are standard on every TARDIS console, even highly customized ones, as they are vital to the operation of the TTC. There are a number of other control groupings and systems (like material fabrication systems or extra communication interfaces), however, that may or may not be represented on any particular console depending on how often the operator needs to access them. Think of it as a standard computer

MINIMAL INTERFACE, INFINITE COMPLEXITY...

The first thing one might notice when looking at the TARDIS console is the relative lack of controls for operating such an infinitely complex machine. At times, humans might become quite confused as their Time Lord companion uses the same button for a myriad of different tasks and gains entirely different readings from a single blinking light.

Part of the answer lies in the mathematical and 4-dimensional nature of the controls. In a way, a Time Lord isn't just pressing buttons and pulling levers, he is writing a complex equation which affects the basic underlying structure of the TARDIS itself and a single control can have multiple functions depending on where in the mathematical sequence of operations it is utilized and at what time. This is why it is so hard for those without the proper training to operate anything beyond basic functions, like the door or scanner controls.

The other necessary ingredient is the semi-sentient and symbiotic nature of the TARDIS itself. To the untrained eye, that blinking light on the console at the Power station is obviously telling you something about the power systems, but what? The trained operator can not only identify the answer through the timing and mathematical sequence of the light's on-off cycle, but can also 'feel' which particular message the TARDIS is trying to communicate.

In game terms, only those with the Vortex Trait can hope to operate TARDIS controls (outside of the basic ones like the Door or TARDIS Scanner controls) with any chance of success unless they are using the 'Is That How It Works, Doctor?' rule found on pg.80 of the Core Set Player's Guide. Those without the Vortex Trait can be taught how to use the computer, communications or other basic systems, but this takes a bit of time and is assumed to happen between adventures (assume they can learn one system per adventure).

Those with the Psychic Trait can even learn to read and understand the various readouts and warning systems on the console. Attempting to do so without the Vortex Trait, however, requires a Resolve + Technology roll at Difficulty 15.



desktop, where certain programs that are routinely used are prominently displayed as large icons, whereas others (like the minesweeper game or notepad) are kept tucked away in the system folders.

Even if they are not present, these minor functions can still be accessed using a specific mix of existing controls, although not as easily (again, see the *Minimal Interface, Infinite Complexity* sidebar for more details). It does help to cut down on console clutter, however, and many Time Lords prefer a minimalist interface for aesthetic purposes or to keep other passengers from having too much access to TARDIS systems.

Due to this flexible arrangement, we will look at the TARDIS console in terms of individual systems and control groupings rather than set 'stations,' as each station is only really defined by the controls the operator chooses to place there.

Each system may also have individual sub-systems, Major and Minor Systems with special rules and functions of their own, like the Helmic Regulator and Manual Flight Controls which are part of the larger Navigation System. They are typically considered part of the main control grouping and their function will only be disabled if they are damaged directly or if the entire system is damaged beyond use.

THE NAVIGATION SYSTEM

This system is for moving the TARDIS into, through and out of the Space-Time Vortex, including panels for navigation and coordinate programming. It also has controls for manual flight through real-space.

See the Space-Time Navigation section on pg.65 for rules on travelling the Vortex.

HELMIC REGULATOR (Minor)

This device regulates the power used to smooth transition through the Vortex, in effect, streamlining the TARDS' path by creating a forward 'wake' through the ripples and eddies of space-time. In practical terms, it determines the relative speed at which a TARDIS travels through the Vortex (or, more precisely, the speed at which the Vortex flows around it) and can determine how much perceptual time passes for those travelling inside.

While it is incredibly gratifying to 'floor' the Helmic Regulator and cross the entire universe and a trillion years in just a few moments, it has its downside as the increase in speed comes at a decrease in accuracy, resulting in misjumps of exponentially larger magnitudes, not to mention a really bumpy ride.

Damage to the Helmic Regulator freezes it at its last setting until repaired.

HELMIC REGULATOR SETTINGS



SETTING & RELATIVE SPEED	DIFF.
1 D6 Days and D6x10k kilometres/minute	-3
2 D6 Months and D6x100k kilometres/minute	-2
3 D6 Years and D6LY/minute	-1
4 D6 Decades and D6x10LY/minute	+0
5 D6 Centuries and D6x100LY/minute	+3
6 D6 Millennia and D6x1000LY/minute	+6
7 D6 Epochs and 10k LY/minute	+9
8 D6 Eons and 100k LY/minute	+12
9 Cross all Space-Time in a single minute	+15

MANUAL FLIGHT CONTROLS (Minor)

The flexibility of Vortex travel and the strain that moving the Real World Interface creates on the navigation systems means that spatial flight is rarely used unless the TARDIS is unable to enter the Vortex or the operator has a specific reason for travelling through real space. When a need for physical travel is necessary, however, it is accomplished using the Manual Flight Controls which control movement and speed in three dimensions.

'Flying' a TARDIS in this way is tricky, and any manoeuvres outside of straight line movement require a Coordination + Transport roll at Difficulty 15 base to pull off. It is also a bit of a strain on the TARDIS systems and any Bad Failure will result in a point of damage while a Disastrous Failure will result in D6 points of Damage.

HOMING BEACON CIRCUIT (Minor)

This input allows for a wide variety of signal tracing systems to be installed, from the ubiquitous homing beacon to specialized detectors like the Tracer mechanism used to find the six pieces of the Key to Time. This gives the TARDIS the Sense of Direction Trait when used to follow any signal.



DEMATERIALIZATION CIRCUIT (Major)

Behind a small door on the panel lies the Dematerialization Circuit which allows the TARDIS to enter and leave the Vortex. If it is damaged, the TARDIS will either be grounded or stuck travelling the Vortex until it is repaired.

The Dematerialization Circuit can be removed for a myriad of uses, from creating small portable time travel devices to Vortex Wormhole Projectors which can open up a gateway into the Untempered Schism. Due to the value and importance of a Demat Circuit to TARDIS function, however, most sensible Time Lords are loathe to remove it from the console.

A Dematerialization Circuit, once removed from the console, can be used to provide the Teleport trait to any Gadget created with it through Jiggery-Pokery. This teleport can be temporal as well as spatial.

ARCHITECTURAL CONFIGURATION SYSTEM

The TARDIS is not a 'real' object in the strictest sense of the word. The basis of its internal and exterior structure is Block Transfer Computation, a highly complex form of mathematics that can create physical substance using powerful equations.

Because of this, the TARDIS is not as 'set' in its appearance and internal layout as a normal 'built' object and by changing the equations behind its structure, its appearance can be changed, its interior rearranged and new 'rooms' can be added to its internal dimension at the whim of the operator. This is done through the Architectural Configuration System (ACS).

Due to the complexity and sensitivity of these controls, they are normally kept stowed away until needed in order to prevent any accidental changes which might have far reaching ramifications for the TARDIS and its occupants. When activated, the control panel slides out of a lidded slot on the console for use. Three main functions are controlled from this panel: Architectural Configuration, Rest Weight/Mass and the Chameleon Circuit.

NOTE: Using these systems while in flight is very tricky and increases the Difficulty by +3.



ARCHITECTURAL CONFIGURATION CIRCUIT (Major)

The main function of the ACS is to control the interior dimensions. i.e. the layout and format of the various rooms in the TARDIS. Modifications can be made to the internal layout of the TARDIS by making an Ingenuity + Technology roll at the Difficulty Levels below:

Spatial Modification includes changing the layout of the room, the number of entry portals and the internal capacity of the structure. Room Connections includes shifting the Dimensional Junctures that connect doorways from one part of the TARDIS to another while creation of rooms is fairly self explanatory. Deleting a room throws it and all of its contents into the Vortex.

ARCHITECTURAL CONFIGURATION CIRCUIT

ALTERATION	DIFFICULTY
Spatial Modification	15
Room Connection	12
Room Creation	18
Room Deletion	18
Change Desktop Theme	12

A Failure results in the room staying as is and taking on minor problems (the sink leaks, the lighting fluctuates, whatever the GM feels is appropriate). A Bad Failure can result in the room being cut off from the rest of the TARDIS or randomly moved so that another roll must be made to find or reconnect it again. A Disastrous Failure means the room is accidently ejected into the Vortex. If you were trying to create or delete a room in the first place, then a Disastrous result means that another random room is ejected into the Vortex.

Damage to the Architectural Configuration Controls renders them inoperable as the safety systems shut down the circuit to prevent accidental deletion.

One of the easiest changes to make to the TARDIS Interior is to switch the 'Desktop Theme' that determines the basic look and feel of the interior structure. There is a library of such themes accessible through the ACS controls and new ones can be added with a few hours work, a bit of artistic talent and a Craft + Technology roll at Difficulty 15. The standard TARDIS comes with the following themes:



1. Cathedral

Time Lords like to be grand, and what is grander than travelling through time in a cathedral. The rooms are made of gothic stone with flying buttresses and fractal stained glass windows. The control console might even resemble an altar.

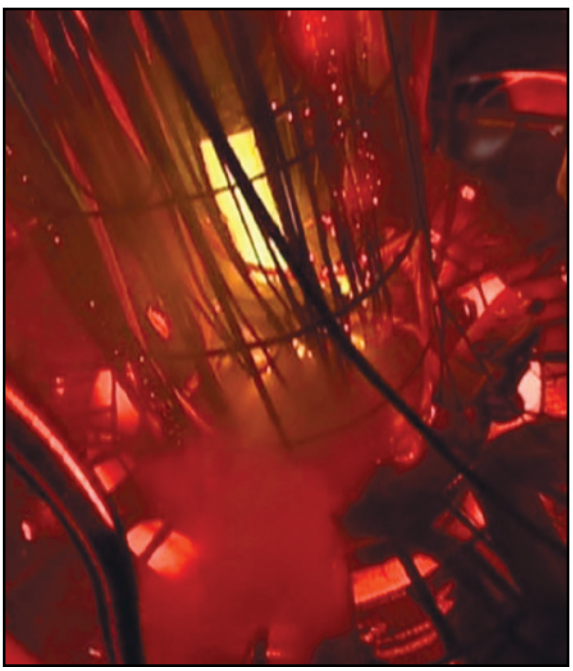
2. Coral

The inside seems to be grown, with a great many of the surfaces and supports seemingly formed out of some form of coral. The console is also composed of this coral like substance and can even grow around and absorb foreign technologies. The light refracts in an odd way that gives the impression of being under water and the whole place wouldn't look out of place as an underwater sea base.

3. Forest
This interior is for the Time Lord with more of a naturalist bent. The floor is usually covered in soft grass and the console appears to have grown out of the floor. The ceiling is a canopy of leaves and branches formed by the trees that act as the main structural supports.

4. Gothic
This is for the brooding Time Lord who likes black. The whole machine is built in a gloss-black finish. Lighting is muted and creates shadows everywhere you go. Dials and switches are built of solid silver.

5. Junkyard
This TARDIS is so modified and rebuilt you cannot move without having to step over wires and equipment. The whole place is made of rusty iron and cabling, often with a weird red glow giving the impression of total disrepair. The TARDIS itself might choose this desktop theme (and then short circuit the ACS controls so that it can't be changed) as a none-too-subtle method of goading its operator into performing much needed repair work.



6. Leopard
This theme has a very primitive feel to it that seems more appropriate for some stone age tribe than a highly advanced race like the Time Lords. It is assumed that the original designer of the theme thought it might be useful when hiding amongst and observing primitive societies. The walls of the TARDIS are made of stone, like the inside of a cavern, dotted with animal skins that hide access panels to the ships components. The floors are earthen and covered with a patchwork variety of furs and the central console seems to be built out of wood and bone.

7. Liquid
Water is everywhere in this design. Rivers and transparent pipes pump data carrying liquid all over the ship. The console is a six-sided pool of liquid metal with the controls floating on top of it. When you need furniture it forms from the floor, as a liquid taking on solid shape.

8. Power Station
The design follows the look of a nuclear power station. Everything is white and sparse with dials and big switches everywhere. There is a very technical feel to the whole design and it appeals to the more sober and practical disposition common to many Time Lord research scientists.

9. Romanesque
Everything is wide and open, made mostly in stone or marble. Grand pillars support the walls and arches. The control console is built of white marble and the controls are made of gold, gems and other precious materials.

10. Standard
This is the default layout for most TARDIS TTC units. White panel walls indented with roundels that allow access to internal systems, a standard console with flat panels dotted with extruding buttons, levers, readouts and other control surfaces, etc. Very utilitarian, and basic, although easily customizable and some Time Lords will modify this theme with small decorative flourishes from the other desktops, like the wooden panels and brass railings from the Victorian theme or the Liquid Crystal Displays from the Technological theme.

11. Technological
This version is much like the power station interior, but much more modern and Trekkie for those who want a bit more Spock in their time travel experience. The walls are lined with liquid crystal displays. Buttons and dials are discreet and ergonomically designed. The walls are beige with subtle wooden finishes.





12. Victorian
Like something envisioned by H G Wells, this machine looks as if it was made in the age of empire. The walls are panelled in oak, the control console is built like a wooden cabinet with dials and switches in brass and gold, and major structural supports appear as wrought iron. Optional extras include big leather armchairs and a smoking room.

13. Void
This TARDIS is extremely minimal. The inside appears to just be one vast white room with a control console in it. Other rooms can appear at the whim of the occupants, doors simply appearing in mid air. This theme is extremely disturbing on a psychic level for most non-Time Lords and although the idea of calling up rooms at whim is a compelling one, calling up the right one actually requires a bit of mental discipline (a Resolve + Technology roll at Difficulty 15).

14. Zen
Being inside this tranquil place is like visiting a Zen garden. The walls are apparently made of paper and are backlit with a subtle glow. Doors slide open silently and there is a constant haunt of wind chimes playing through the corridors. This theme tends to create a calm and contemplative mood in most reasonable species, although it does seem to aggravate those of a more warlike disposition.

RANDOM REST WEIGHT/MASS

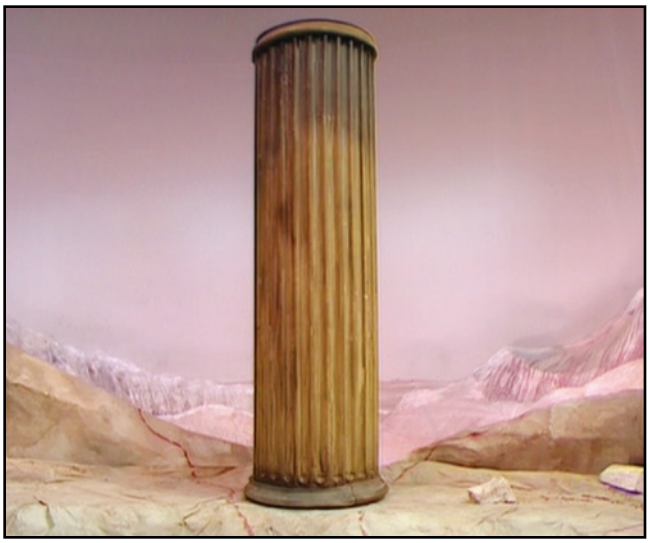
2D6	TARDIS RELATIVE WEIGHT
2	Feather Light
3-5	D6x10 lbs.
6-8	Appropriate weight for supporting surface.
9-11	D6x10 Tons.
12	2D6x100 Tons

REST WEIGHT/ MASS CONTROLS (Minor)
The TARDIS automatically adjusts the relative weight and mass of the Real World Interface to match whatever surface it materializes onto. These controls allow the operator to adjust that up and down for various reasons and can be used to give the TARDIS the weight of a feather or the relative mass of a small planet with a successful Ingenuity + Technology roll at Difficulty 15.

Damage to the RW/M Controls renders them inoperative and causes the TARDIS to take on a highly random weight (rolled randomly or determined by the Gamemaster, as they see fit) whenever it lands. This weight cannot be altered and will randomly reset each time the TARDIS materializes and dematerializes.

THE CHAMELEON CIRCUIT (Special)

The most delicate and fiddly system onboard a TARDIS, the Chameleon Circuit controls the Exo-Chronoplasmic Shell that forms the TARDIS exterior, allowing it to take any shape and camouflage itself for any environment. Or so the theory goes.



Normally, the TARDIS will determine the most appropriate form, based on the landing environment, and implement it upon materialization, but many times, this can result in something inappropriate or obvious (like a boulder that is completely identical to another boulder 5 feet away). With these controls, the operator can modify the shape to something more appropriate for their needs.

Any use of the Chameleon Circuit is a Difficulty 18 Ingenuity + Technology roll. Scanning an object to be copied before implementation will reduce the difficulty by 3, but the TARDIS must be materialized in order for the operator to do this, which means landing in whatever form the TARDIS chooses and then changing the shape on the fly.



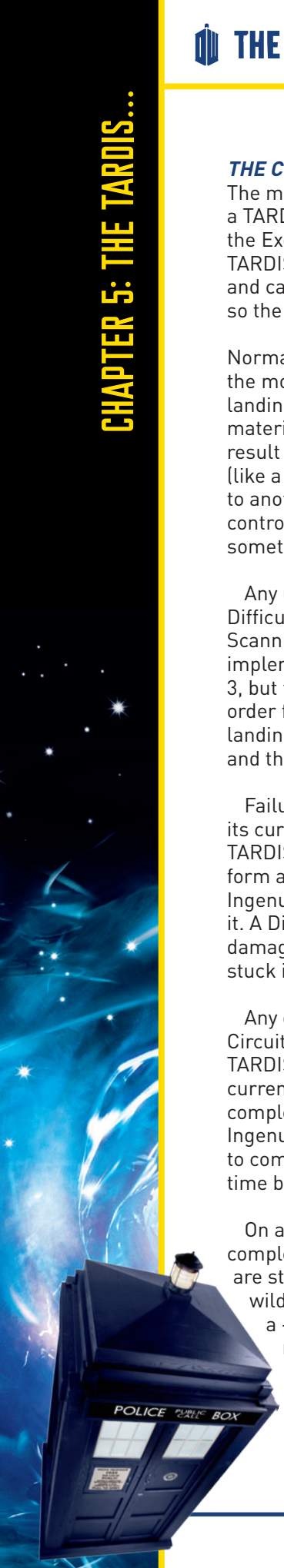
Failure means the TARDIS maintains its current form. A Bad Failure means the TARDIS takes on a completely inappropriate form and is stuck until a Difficulty 18 Ingenuity + Technology roll is made to fix it. A Disastrous Failure means the circuit is damaged and the TARDIS is permanently stuck in its current form.

Any damage whatsoever to the Chameleon Circuit renders it inoperable and sticks the TARDIS into whatever external shape it currently possesses. Repairing it is a highly complex and onerous task that takes an Ingenuity + Technology roll at Difficulty 30 to complete. This takes up all the operator's time between the last adventure and the next.



On a Fantastic Success, the repair is complete. On a Good Success, the controls are still damaged and the TARDIS now takes wildly inappropriate shapes but you will get a +3 on your next repair attempt. Success means the repair is incomplete.

Failure of any sort adds +1 Difficulty per level of Failure to future repair efforts.



TARDIS DEFENSE SYSTEMS

The TARDIS has a number of defensive features which protect the occupants as well as keep the TTC itself from harm.

HOSTILE ACTION DISPLACEMENT SYSTEM (Minor)

The HADS takes advantage of the TARDIS' 4th Dimensional and semi-sentient nature to avoid events and attacks by dematerializing just before they occur. It usually takes a threat with the force or energy to bypass the TARDIS' Exo-Chronoplasmic Shell and damage the contents of the pocket dimension within to activate the HADS system. These type of forces are typically restricted to weapons from advanced time faring species (TL9+) or extremely powerful forces whose energies warp or disrupt local space-time or can be transmitted across dimensions, like those of an atomic blast or supernova. Once such a force is detected, the HADS system will withdraw the Real World Interface into the Vortex and wait until such a time as the TARDIS feels the threat has passed.

The inconvenience of trying to make a quick escape and finding your TARDIS has already left without you means that most operators tend to leave this system switched off in all but the most dire of circumstances.

INTERNAL WEAPON DEACTIVATION SYSTEM (Minor)

This system is what gives the TARDIS interior its state of Temporal Grace. The IWDS field suppresses chemical and physical reactions which the TARDIS recognizes as potentially dangerous.

The level of the setting determines just how effective the field is based on the TL of the weapon in question. The lower the TL, the more processes will be inhibited while in the field, until at TL 0, the TARDIS actually attempts to curb simple fistfights or even harsh language by telepathically countering violent impulses.

Any time a weapon, explosive or other dangerous force that equals or exceeds the TL setting level is used within the field, the TARDIS will make a Resolve + Technology roll at a Difficulty of 6 + the TL of the Weapon being nullified. On a Success, all weapons of that type will fail to work until they are taken out of the field.

If the violent action involves a simple melee weapon or unarmed combat (assuming such things are prohibited by the TL setting) then the TARDIS will attempt to pacify the violent feelings of those involved by making a Resolve + Technology roll against 12 + the target's Resolve. If it succeeds, the target cannot take any violent actions that round.

Of course there are downsides to this system. One is the TARDIS itself, which might view wanted chemical and physical reactions, say those that occur during an experiment or when building a gadget, as 'potentially dangerous' and shut them down.



Another downside is that some operators and their passengers start to resent the 'control' the TARDIS exerts in certain situations, such as when two people get into a harmless but heated argument which it considers a prelude to violent action which it then attempts to stop.

Finally, some advanced alien species and renegade Time Lords create weapons that can bypass the IWDS, making it more of a hindrance to the occupants then the invader.

As such, few operators leave the IWDS switched on and, if they do, they usually keep it tuned rather high, say around TL 6, to keep energy weapons in check but let most other processes go on as normal.

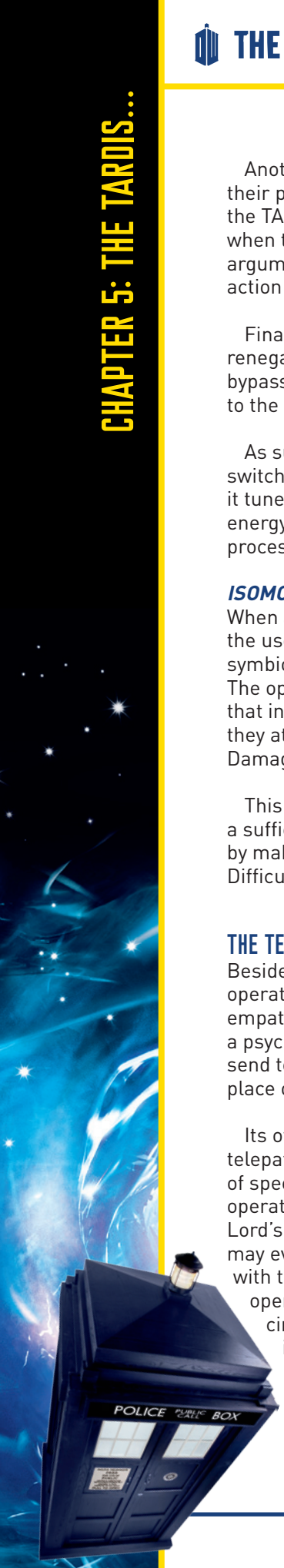
ISOMORPHIC CONTROLS (Minor)
When activated, the Isomorphic Controls restrict the use of the console to the Time Lord who is symbiotically tuned to that particular TARDIS. The operator may even electrify the controls so that interlopers receive a rather nasty shock if they attempt to touch them (causing 1 point of Damage per round of contact after the first).

This system can be disabled by someone from a sufficiently advanced species (TL 7 or better) by making an Ingenuity + Technology roll at Difficulty 18.

THE TELEPATHIC CIRCUIT

Besides linking the mind of the Time Lord operator to the TARDIS and providing the empathic link between them, this circuit is also a psychic transmitter that uses Artron Energy to send telepathic signals through the Vortex to any place or time.

Its other important function is to create the telepathic field which provides instant translation of speech and even writing to the Time Lord operator. This field extends to others in the Time Lord's immediate presence and the operator may even choose to 'gift' specific individuals with the ability to use the field on their own. The operator's brain is an important part of this circuit, however, and should they become incapacitated, get mind wiped or enter into a self-induced coma, the link is broken.



TELEPATHIC TRANSMISSION PADS (Minor)
By placing both palms firmly on these raised round contacts on the console, a Time Lord or any other traveller with telepathic abilities can use the Telepathic Circuit to transmit their thoughts by making a Resolve + Convince roll. Such transmissions are of a very narrow frequency and the Difficulty is based on how well the operator can fix the recipients position in space-time.

A Fantastic Success means the message got across perfectly and also delivers what the sender is seeing and hearing as they send the message. A Good Success sends only the message. A Success means the message gets across, but with a 2D6 hour delay.

A Failure results in the message being slightly garbled or missing vital bits of info. A Bad Failure results in the message being completely lost. A Disastrous Failure results in the message being received by someone else.

TELEPATHIC TRANSMISSION PADS



TARGET COORDINATES	DIFFICULTY
Space-Time Coordinates known	15
Only Space or Time Coordinates known	21
Space-Time Coordinates unknown	27
Target is another TARDIS	15
Target is Gallifrey	12



THE TARDIS COMPUTER

This set of controls allows access to the TARDIS computer mainframe, which gives the user access to a vast amount of knowledge stored in the TARDIS Databanks, information which is constantly being updated and added to as the TARDIS travels throughout time and space. Combined with access to the Matrix (see pg.25), the TARDIS computer can tell you anything you need to know... as long as you know what you're looking for.

MATRIX INTERFACE (Special)

All TARDIS units have Matrix Interface Links installed. With these a Time Lord can access the vast store of knowledge contained within the APC Net, subject to restrictions placed on specific information by the High Council. The downside to the connection is that it works both ways and allows the nosy busybodies on Gallifrey to monitor and recall active TARDIS units at will (which is why decommissioned units tend to be popular with renegades, as they are rarely monitored and can go for long periods before anyone notices they are missing).

In later years, as the Time Lords reacquired the knowledge of their ancestors, a way to actually observe and record specific events occurring within the space-time locus of a TARDIS was developed and all such information was automatically gathered and stored in the Matrix. Many Time Lords whispered that the real function of this latter feature is less about academic curiosity and more about keeping tighter control over potential renegades who might follow in the footsteps of the Doctor or, even worse, the Master (who seems to find it easy to bypass the Matrix Interface on even the latest models).

Use of the Matrix Interface reduces the difficulty of any research task by 3 when using the TARDIS computer but leaves the TARDIS subject to direct Time Lord interference. Trying to disable the interface is a Difficulty 30 Ingenuity + Technology task and Failure will damage the circuit, which cripples the navigational controls, adding +30 to the Difficulty of piloting the TARDIS until the Interface is repaired (a Difficulty 27 task).

After the Time War, the Matrix Interface will be cold and dead, the Matrix having been destroyed along with Gallifrey, and no longer provides any bonus to research tasks. On the plus side, it can't be used to commandeer the TARDIS either. Not by the High Council, at any rate...

REMOVABLE COMPUTER MODULES (Minor)

These universal mounts allow the Time Lord to insert a wide variety of information storage devices, from hard drives to data crystals to DVDs, and download their information into the TARDIS computer, or vice versa. The information is automatically translated into an appropriate format for the operator, but any passwords or encryption must still be broken in order to make sense out of the info.

Damage to the Computer Module Mounts renders them unusable and prevents any direct access to external file storage devices.

3-D HAND GESTURING INTERFACE (Minor)
This control transcends the interactivity of a standard computer mouse or trackball by reading and translating hand gestures, allowing the operator to grab, move, rotate and zoom objects on the TARDIS computer monitor. This enhanced interactivity gives a +1 to any research tasks attempted using the TARDIS computer.

TARDIS SENSORS

The TARDIS sensors are capable of picking up and identifying any type of energy or matter in the universe and a few from outside of it as well. The trick is in knowing what you're looking for.

General use of the TARDIS sensors requires an Awareness + Science roll at Difficulty 12. A Success will gather general information about your surroundings, including radiation levels, atmospheric thickness and composition, etc.

A Good Success will alert you to unusual or trace elements in your scans, like the presence of trace amounts of hallucinogens in the air or rare forms of barely detectable radiation.

A Fantastic Success will identify elements that move in an out of or transcend 3-dimensional space, like chronons, void stuff or the radiations of a parallel universe coming through a rift in the dimensions.

Failure will give an incomplete or inconclusive reading while a Disastrous Failure might, at the GM's discretion, cause the sensors to overload, blowing out D6 Sensor Controls.

Of course, the knowledge base of the operator is an important factor in interpreting sensor results. A person from 21st century Earth who has no idea what a Chronon is might just identify it as a 'weird' reading and will need to get someone else to identify exactly what it means.

SENSOR PRESET CONTROLS (Minor)
There are sensor presets that allow the operator to save a reading and then automatically scan for that type of energy or matter with the flick of a button. Once a character makes a sensor roll, they won't have to roll to detect that energy or matter again for the rest of the adventure, as long as they are using the TARDIS console and the Preset Controls are functional.

Damage to the Sensor Presets renders them inoperable and forces the operator to make a new sensor roll each time they use the sensors.

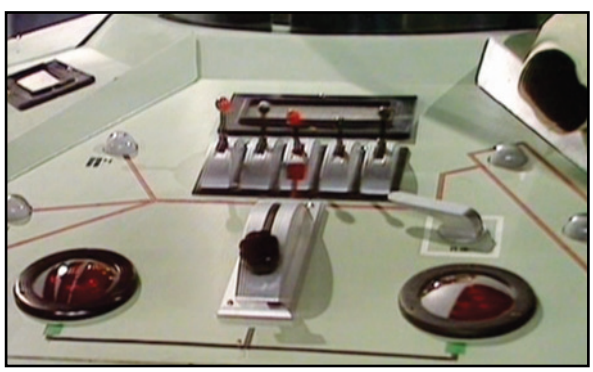
POWER CONTROL SYSTEMS

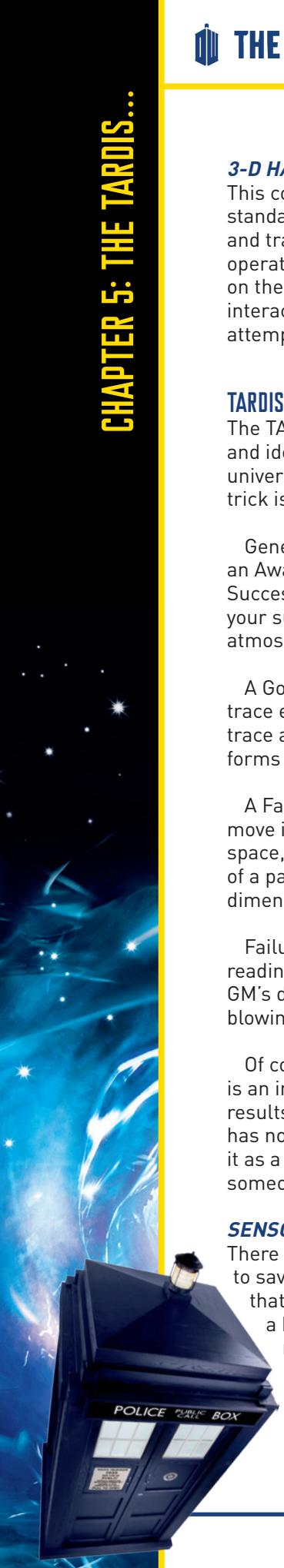
The main function of this station is to control the power output to 4 main systems: Navigation/ Propulsion; Life Support; Defences; and Secondary Systems i.e. everything else including sensors, the main Computer and the electric kettle.

There are three states: Off, where little to no power is being diverted to the systems; On, where power is provided to the various sub-systems at levels determined by the operator; and Boosted, where excess power is funnelled into the system. Using these, the operator can quickly switch off power to non-essential functions to augment any system which requires a power boost.

Any tasks involving a system with Boosted power have their Difficulty decreased by 1. Boosting one system without turning another off, however, causes a reserve power drain after the task is completed. For each system boosted without shutting down another, the TARDIS loses D3 Story Points.

In extreme emergencies, the operator can boost all 4 systems and patch the power through to critical functions. This reduces the Difficulty of D6 console tasks by 6 before massive power drains, strain on the Dynamorphic Generators and an overloaded console result in D6 random systems shutting down, the loss of 3D6 Story Ponts and a +3 Difficulty modifier being added to the use of all other systems for 2D6 hours, as the reduced power flow causes remaining systems to function sluggishly.







FLUID LINKS (Minor)

Astronomical amounts of power are put out by the Dynamorphic Generators from one moment to the next and sometimes, when the TARDIS is under great stress or strain, that power can build up into a massive surge that can cause serious damage as it runs rampant through the console. To prevent this, the TARDIS console has a set of 'fuses' known as Fluid Links.

The Fluid Links are rings contained within a small device nestled in a compartment underneath the main control console. Each one contains a small amount of mercury which acts as a 'breaker' of sorts for the console. If too much power passes through one of the Links, the mercury evaporates, shorting out the surge and preventing damage to the console.

There are four Fluid Links in the standard TARDIS and once all four links have been used, the console becomes non-functional. it is a simple matter to refill them using a small reservoir in the top of the console, but in extreme cases, when mercury is unavailable and the operator must get the TARDIS functional immediately, the Fluid Links can be bypassed. This requires a Jiggery-Pokery roll at Difficulty 15, and if successful the console will be fully active once again. This leaves the console vulnerable to further power surges which cause extensive system damage (treat further Console Damage results as Major Damage instead), so it should only be done as a measure of last resort.

Should the Fluid Links be destroyed somehow, they may be rebuilt using the rules for repairing Minor Systems as normal.

LIFE SUPPORT (Major)

No matter how advanced or alien the civilization, almost all living beings have to maintain certain environmental parameters to maintain their life. In the case of Time Lords and most other humanoid species, this includes a ready supply of oxygen, a certain range of temperatures and protection from radiation, not to mention a steady supply of food, and water.

The TARDIS Life Support Systems are highly advanced and designed to create individual 'pocket' environments of any size the operator desires, with complete control over temperature, atmospheric content, lighting and even gravity. Using these controls, a Time Lord can take on passengers of many different species and provide a comfortable environment for them anywhere on the ship, and can even move that environment about to allow them to go from the RWI to their quarters without having to leave their comfort zone or inconvenience other nearby passengers (who might not be comfortable breathing ammonia).

Food is provided in the TARDIS Food Dispenser Room (see pg.106), although food will eventually run out assuming the Time Lord fails to restock their supplies (and isn't growing vegetables in the Bath Room or some converted boot cupboard). Water is in plentiful supply, recycled and purified as it is by the Life Support systems and absorbed by the TARDIS at appropriate landing sites whenever supplies run low.

Damage to the Life Support system is, of course, a very bad thing. Without it, the air in the TARDIS will quickly disperse to fill the infinite space of the interior dimension. Furthermore, the TARDIS will become susceptible to whatever temperature and gravity variations surround the RWI and the only lighting will be emergency lighting, leaving much of the interior shrouded in darkness and still as a tomb, which it may well become if the system is isn't repaired quickly...

ROUTING PANEL (Major)

The TARDIS is nothing if not flexible and this includes the ability to patch the output of one station into the input of another in order to cross-purpose that output for a variety of needs.

Examples include feeding communications signals to the navigation system for automatic tracking, routing power through the communications system for transmission to an exterior source or even linking up the Navigation system to the Power Modulator so that you can project a force field through the Vortex to protect something in another space-time location.

You may use the Routing Panel to combine output from various stations freely, but because it is a bit of a juggling act balancing the outputs and limitations of the various disparate systems, it adds +1 to the difficulty of the roll for each station linked through it.

ENERGY PROJECTION CIRCUIT

The advanced technology of the TARDIS can shape the massive energies put out by the Dynamorphic Generators and create power fields that can be used to push, pull and protect.

FORCE FIELD (Minor/Major/Special)

The TARDIS is practically invulnerable to most forms of damage, with few exceptions, but this isn't always true for its inhabitants and all TARDIS units are equipped with a basic force field to keep harmful radiations, such as those encountered when travelling the Vortex, out. With a boost in power and the use of the Energy Projection Unit, this field can even be extended to protect an object or objects a short distance away from the TARDIS itself.

The TARDIS has the Force Field Gadget Trait at either the Minor, Major or Special level, depending on the model. The Minor and Major versions function as detailed on pg.78 of the Gamemaster's Guide.

With the Special version of the Forcefield Trait, anyone inside this field is, for all intents and purposes, immune to any outside force unless these energies are produced by certain powerful events, like Supernovae, or temporal weapons created by time-aware civilizations, like the Daleks, in which case it reduces damage or Success Levels by two instead.

By boosting the power to defences and making an Ingenuity + Technology roll at Difficulty 15, all but the most destructive forces (typically restricted to the worst weapons of the Time War) can be withstood for a very short amount of time (D6 Rounds, or just enough time to dematerialize, whichever is more dramatically appropriate) before shorting out for D6 Hours.





TRACTOR BEAM OPERATION

TARGET MASS	DIFFICULTY	OPPOSING FORCE	MODIFIER
Cyberman, Small Vehicle	6	Large Vehicles	+1
Average Vehicles	9	Small Starships	+2
Large Vehicles	12	Large Starships	+3
Small Starships	18	Space Stations, etc.	+4
Large Starships	21	Gravity Whirlpools	+5
Moons, Satellites, Space Stations, etc.	24	Stars, Black Holes, Etc.	+6
Planets	27		
Stars	30		

TRACTOR BEAM (Major)
The same system that creates and manipulates the force field can also be used to create Tractor Beams that can push and pull objects many times the size and mass of the TARDIS. The operator makes an Ingenuity + Technology roll at a Difficulty determined by the size of the object (see sidebar above).

Pulling or pushing an object that is also being pulled or pushed by another object, trying to rescue a ship being pulled into a Black Hole, for instance, can increase the difficulty of this roll. The increase depends on what exactly the TARDIS is in a tug of war with (again, see sidebar above).

EMERGENCY SYSTEMS

These controls are for extreme situations and are usually locked to avoid accidental switching. They even have fuses that may be pulled in order to keep them from being switched over or back.

FAST RETURN SWITCH (Minor)
By hitting the Fast Return Switch, the operator can send the TARDIS back to the space-time coordinates of the previous landing site without futzing about with the navigation controls.

THE FAILSAFE SWITCH (Major)
This anchors the TARDIS to its present location and keeps it from dematerializing (if in normal space-time) or rematerializing (if in the Vortex).

THE EMERGENCY SWITCH (Major)
This takes the TARDIS outside of the universe and into the Void. It is only used in the most dire of emergencies when the TARDIS must completely escape from some danger that can pursue it across space-time but not outside of it.

Staying in the Void for an extended period is not a good idea, however, as the Void is devoid of any source of power (or anything else, for that matter) and the TARDIS will slowly die from 'starvation' if left there for too long.

THE TIME VECTOR OVERRIDE (Major)
This temporarily detaches the Real World Interface from the rest of the TARDIS, leaving it as a shell resembling whatever form the Chameleon Circuit had previously adopted and dumping any passengers currently in the console room into it. It will automatically switch back over after an amount of time pre-set by the operator (2D6 Hours by default), after which it will reattach the RWI to the TARDIS once again.

LOW-LEVEL TARDIS CONTROL (Minor)
Should a station be destroyed or the controls become so badly damaged that it is practically impossible to utilize any of its functions, the Time Lord has a control system of last resort in the Low Level TARDIS Control.

This hyper-spatial math based hard-coding board, originally utilized to operate the first and most primitive of Gallifreyan TTCs, allows a Time Lord to operate any system (assuming the system itself is still functioning) at a +6 Difficulty modifier.



COMMUNICATIONS

This station allows the TARDIS operator to communicate with any species in any method found in the known universe, from telephones to telepathy and everything in-between. All the controls for identifying, translating and broadcasting are located on this panel and a clever Time Lord can create permanent direct communication links between the TARDIS and other devices throughout space and time (like Churchill's phone) with a little jigger-pokery.

Normally, no test is required to use these systems as long as the operator has the Technology Skill or is shown how to operate the controls. In extreme situations, where the signal needs to be analyzed for specific features or is weak, broken up or extremely difficult to translate, a test against Awareness + Technology (Difficulty 12) must be taken.

SCANNER CONTROLS (Minor)
The TARDIS Scanner is a large flat panel that can display a wide variety of information from the console but is mainly used to view the world outside the Real World Interface using a 4-Dimensional Interstitial Scanning Array linked to its Exo-Chronoplasmic shell.

The main view uses the standard spectrum of visible light with a 200x zoom and low light capabilities, but it can be adjusted to see into non-visual ranges as well, including infrared and ultraviolet. There are three main POV settings:

1. Look Away From Ship
This setting is the standard view, displaying the area immediately surrounding the TARDIS.

2. Look Towards Ship
This setting creates a view of the TARDIS from about 15 feet away and looking at the Front Doors of the Real World Interface.

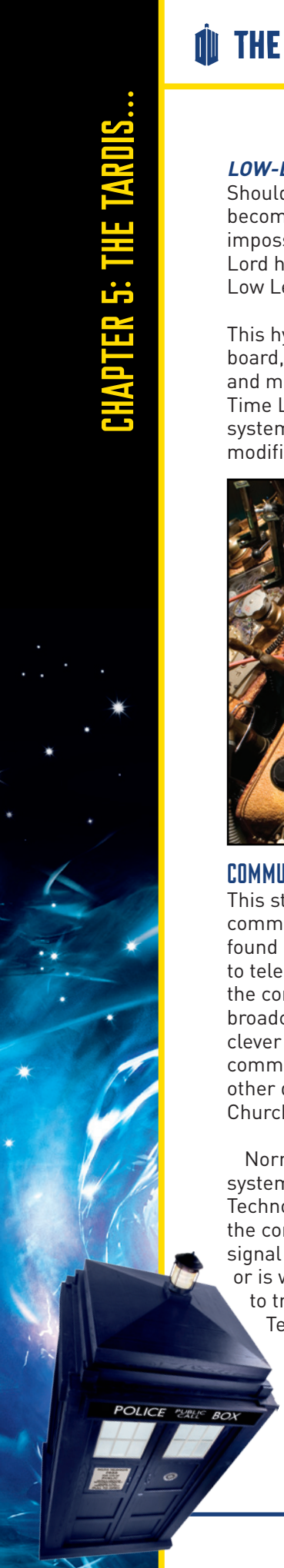
3. Free Roam
By using this setting and the provided trackball the operator can move the distance and angle of the scanner's view to areas outside of the TARDIS' direct position. The range and usefulness of this is covered under the TARDIS' Clairvoyance Trait (see pg.117).

OVERHEAD SCANNER (Major)
This holographic display only became common in Type 60 or later TARDIS models, although some earlier models have been retrofitted with them with varying degrees of success.

The display recreates the area surrounding the Real World Interface as a dome projection that surrounds the control console, in a view similar to the one you might see while standing in the position of the TARDIS itself.

The main problem with the Overhead Scanner is that it is a static view that lacks the zoom and alternate viewing capabilities of the main monitor. Also, the technology is much more delicate and harder to repair if something goes wrong, adding +6 to the difficulty of repairing it.

This monitor is never used when travelling the Vortex with non-Gallifreyan passengers aboard due to the potentially mind destroying effects of being totally surrounded by a view of the totality of space and time. Even Time Lords find it disconcerting and many suffer intense headaches or nausea to boot, so it is rarely used in flight.



TERTIARY SYSTEMS

This is a catch all term for a particular set of sub-systems that are not critical or even necessary for TARDIS operation, but which the current operator likes to have handy. The number and variety of different systems that one can find on any individual TARDIS console is practically infinite and this means that once reconfigured after their first flight, it would be a rare thing indeed to find two consoles that were alike.

TERTIARY CONTROLS



When it comes to Minor System Controls on a TARDIS console, you should feel free to put just about anything you like in the blank spaces left over after the main systems (with GM permission, of course). The only restriction is that no panel may be left bare and once you're out of spaces on that panel, you're out of room as well.

From material fabrication controls, as seen on the Eleventh Doctor's TARDIS console, to medical monitoring and diagnostic stations or any other function that the operator needs easy access to, this is your chance to really customize the design to reflect the needs and interests of your Time Lord's present incarnation.

It doesn't have to always be practical either. Perhaps your Time Lord is a bit of a glutton and likes to have a food dispenser handy at one of the console stations. Or maybe they're really sentimental and keep a digital photo frame on one station that shows a slideshow of all their previous companions and adventures. Anything you think your Time Lord finds important is fair game for a Tertiary Control system.

OTHER TARDIS SYSTEMS

The following systems, while not directly accessed or controlled via the main console, are still important to TARDIS function and may have uses outside the TTC as well.

CHAMELEON ARCH (MAJOR)

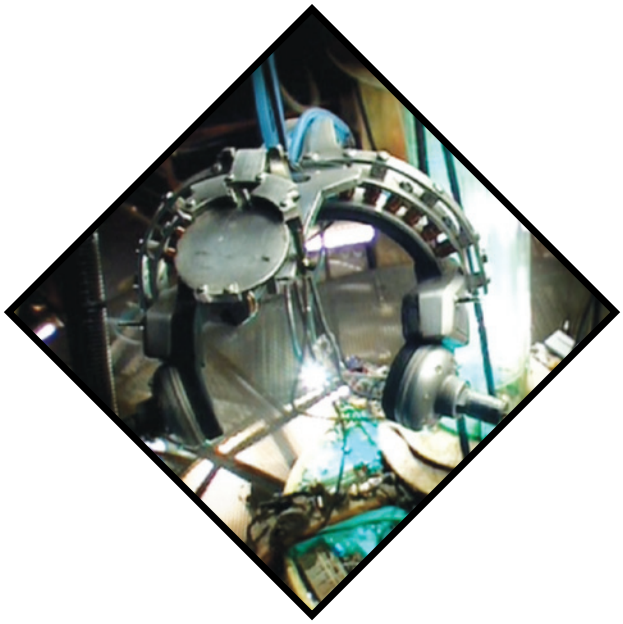
When observing other races and cultures, the possible side effects from the presence or personality of a Time Lord means sometimes, in particular cases, just 'blending in' isn't enough and a Time Lord needs to be able to hide in plain sight. To do that, they have to give up everything that makes them a Time Lord, or even Gallifreyan for that matter. It was for just such occasions that the Chameleon Arch was invented.

By donning the Arch, the Time Lord's entire biology is physically (and very painfully) rewritten; genes are short circuited and rerouted, the body is broken down and regrown internally and externally, until all that remains is indistinguishable from the race the Arch is programmed to replicate.

This is only half of the disguise, however. In addition to the physical changes, the mind is overwritten with memories and thought patterns native to that species and a whole history is actually reverse engineered into the timestream to fit those memories and provide a place in reality for this new being.

The final phase of the process sees the memories, personality and biodata, the whole essence of the Time Lord's being, stored into a compact Device, typically a humble fob watch. The moment the rightful owner opens this object, the process is completely reversed and the Time Lord is reborn.

While in their alien disguise, a Time Lord will have no inkling of their previous life. Indeed, any attempts to remind them of it will cause severe mental discomfort. The Device carrying their personality aids in this with an in-built perception filter that tells them the item is important enough to keep nearby, but not important enough to fool around with or open. This filter might work until a set date or time or it might be set to never willingly reveal its contents, especially if the Time Lord is hiding from something that they really don't want to find them. Ever.



Programming and activating the Chameleon Arch requires an Ingenuity + Technology roll at Difficulty 15. If the process takes and the Time Lord is later confronted with their true identity, they must make a Resolve + Convince roll at Difficulty 9. If they succeed, they refuse to believe it. The difficulty of the roll is increased by 3 for every separate instance of proof that points to their being someone other than whom they think they are. Once they fail the roll, they will endeavour to open The Device, and once they do, they are returned to normal.

The Device, carrying as it does the entire essence of a Time Lord, is highly charged with Artron energy and those who have the Psychic Trait will find themselves drawn to it. If they touch it and pass an Ingenuity + Resolve test at Difficulty 15, they will receive flashes of insight into the identity of its owner. For every Level of Success, the Psychic will receive an important fact in a cryptic mental message. If they score a Fantastic Success, for example, they might hear 'The Lord of Time is in danger. Find his servant, the healer, and help him phone home' which is the psychic's rough interpretation of the message 'John Smith is a Time Lord, the servent Martha is his companion, and he needs his TARDIS.'

The Chameleon Arch is only built for use on Time Lords. It may work on other species, but no one has ever attempted it, and any other being that uses it takes their life into their own hands...



INTERNAL GRAVITY COMPENSATORS (MINOR)

Despite its existence as a separate dimension, the TARDIS interior is still subject to certain natural physical forces that can pass through the RWI, in particular, gravity and momentum. These forces affect the passengers in the TARDIS just as surely as they would in any other vehicle.

The Internal Gravity Compensators keep those inside from being crushed by external gravitational forces, flattened by high speed manoeuvres and prevents the TARDIS itself from becoming ensnared by the pull of nearby planets or other stellar phenomena. Even a Black Hole will have comparatively little influence on it and those safely locked inside its interior.

The compensators have their limitations and rapid changes in direction or powerful exterior blows can still throw passengers about the place fairly well, especially in older models, but, for the most part, even if you turn a TARDIS upside down or send it tumbling through the air, the internal gravity will keep the occupants feet (or more likely their bottoms) generally on the floor until they cross the RWI.

Once damaged, however, all bets are off and those inside the TARDIS will be subject to whatever gravitational forces surround it. Characters will experience crushing planetary gravity on Sontar, weightlessness in deep space and have to rappel down the console room to get to the main console when some fool turns their fancy high-tech machine on its side.

Trips through the Vortex are particularly bumpy without Internal Gravity Compensators and those in the TARDIS must either strap themselves to the console or some other fixed down surface. Failing that, they will have to hold on to something for dear life as the machine bobs and tumbles through the timestream...

PERCEPTION FILTER (MAJOR)

Even if the Chameleon Circuit fails, the TARDIS has one other trick up its Exo-Chronoplasmic sleeve to remain inconspicuous: The Perception Filter.

This is a low level psychic field that convinces others to ignore, look away from or actively avoid the subject being filtered. An old style police box standing next to a fountain in 21st century Cardiff,

for instance, will draw little attention and folks will actively walk around it without ever really knowing exactly what it is they're walking around.

To actively resist this impulse requires some reason for the observer to want to see the subject. Usually they must be actively looking for it or something like it or the subject must be actively drawing their attention somehow.

The Perception Filter functions as the 'Face in the Crowd' Trait, but with a bonus to Subterfuge equal to the TARDIS' Resolve score. Characters with the Psychic or Psychic Training Traits may see past the perception filter with an opposed Resolve + Convince roll against the TARDIS' Resolve + Subterfuge.

REAL WORLD INTERFACE (MAJOR)

The Time Vector Generator creates the connection between the TARDIS exterior and interior known as the Real World Interface. But the RWI is much more than a simple hole between dimensions and the operator of the TARDIS has many options on how to shape and use it.

The standard configuration is to separate the inner doors and outer doors with a 'Void Interface' which prevents one from seeing into the interior of the TARDIS from the exterior and vice versa. Instead, they see a black void which disperses as they cross the RWI threshold.

On the upside, this helps to maintain the illusion of the TARDIS being an ordinary object. It is also the only setting that allows the operator to connect more than one room to the exterior doors. The primary and secondary control rooms, for instance, can both be connected to the exterior doors through the Void Interface, with a small 'foyer' of sorts forming just inside the RWI to give access to the available room connections.

The downside is that interior doors in this configuration are powered and opened via the console. If power is lost or the door controls are destroyed, the only way to open them is by the use of a manual hand crank.

The secondary configuration is to have the doors function as the RWI Threshold, connecting the exterior and interior directly, allowing one to see directly across it. This makes the alien nature of the TARDIS more apparent for those passing by, and pretty much sets the entrance and exit in a single room, but it is much more convenient, as they don't need to be power operated and you can easily open them by hand.

Regardless of the configuration, the RWI uses a Dimensional Filter that invisibly connects the interior and exterior via the RWI. This filter is part of the Life Support system and keeps the atmosphere of the TARDIS from getting out and also prevents harmful microbes and particles from finding their way in.

The TARDIS Force-field can be used to strengthen this filter, preventing entrance or exit and effectively 'locking' the TARDIS. This function can be activated and deactivated by turning the TARDIS Key in the exterior door locks or by use of interior controls. Trying to force one's way past the doors is a tremendously difficult task (as the hordes of Ghengis Khan once discovered), requiring exceedingly advanced technology of *at least* TL 7.

TARDIS Keys appear to be simple keys, although the locks often have complex tumbler systems or metabolism detectors to keep unauthorized users from using a stolen key to enter. This system is not always foolproof, however and older and/or damaged units will often allow entry to anyone with a key. And of course, having a lock means nothing if you leave the doors wide open...



NEW GADGET TRAIT: DIMENSION MODIFICATION (MAJOR)

The gadget can modify the length, width, height and volume of an object to any size, large or small with little or no harm to it.

Effect: The target can be made as large or small as the user likes. The effect will only last 2D6 hours unless the item is constantly trained on it and functioning.

RELATIVE DIMENSIONAL STABILIZERS (MAJOR)

The TARDIS dimension maintains its size by the use of the Relative Dimensional Stabilizer. Without it, the interior of the TARDIS would shrink until the rooms were roughly the same scale as that of a dollhouse.

There are two Stabilizers, one in each console room, and one may be removed for short periods of time (2D6 Hours) for repair, upkeep or other uses. After that time, the strain on the secondary RDS causes it to short out. Fixing the problem is tricky from the outside, requiring the use of Jiggery-Pokery to create a temporary Stabilizer (a Gadget with the 'Dimension Modification' Trait, see below) and 2D6 hours for the interior to return to the right size to permit entry and effect a proper repair.

Once removed, an RDS can be used with Jiggery-Pokery to give a Gadget the 'Dimension Modification' Trait and 3 Story Points.

TARDIS MANUAL

Every TARDIS comes complete with a detailed technical manual that can aid the user in operating as well as identifying and remedying problems with their space-time vessel.

Each manual is a massive, leather clad tome that covers all the specifications for the particular model of TARDIS it is included with. It contains so much information, in fact, that the book itself has to be slightly mutli-dimensional to hold all the necessary pages. This information is kept in such an unwieldy format, rather than in the TARDIS computer banks, as a failsafe in case all other TARDIS systems fail, leaving the operator without access to the TARDIS computer. It is also a security measure, as it prevents enemies who manage to tap into the TARDIS databanks from accessing the secrets behind TARDIS function and design.



The writing style is, unfortunately, as dense as the book it is applied to. It is extremely pedantic, going into excruciating detail on simple functions that could be explained in far less time by an experienced user and it forces the reader to spend hours researching complex solutions for simple problems. Still, it is extremely useful for those with perseverance and will enough to avoid chucking it into a supernova out of frustration.



For those who spend D6x10 minutes reading it, and can make a Resolve + Technology test against a Difficulty of 21, the TARDIS Manual will add +3 for every Level of Success to a single TARDIS roll. Failure means that the character didn't have the patience to finish reading the section in question and gained no useful knowledge from the Manual.

A Bad Failure means that the character lost the manual somewhere in the TARDIS previously (probably using it to prop open a vent cover or stabilize the wobbly end of a table) and must make an Ingenuity + Subterfuge roll to find it again. A Disastrous Failure means that the Manual is no longer in the TARDIS, having been permanently lost or destroyed long ago (possibly at the hands of the frustrated owner).



TARDIS TOOLKIT

Not so much a system as a multi-purpose gadget, the TARDIS Toolkit contains such useful tools as Zeus Plugs, Drone Clamps, Stalos Gyros, a Neutron Ram, an Influx Boost Stabilizer, a Universal Detector, a Laser Pen, Mergin Nuts, Ganymede Drivers and a Magnetic Clamp. The kit is typically augmented by individual Time Lords with various pieces of specialist equipment of varying tech levels as well, from the Doctor's Sonic Screwdriver to a plain old fashioned Phillips Head or even a small hand mallet that can be used to 'correct' malfunctioning controls.

Use of the TARDIS Toolkit is assumed when repairing the TARDIS and trying to make repairs without the specialist tools in the kit increases the Difficulty by 3.

When being used on non-TARDIS systems or to do a bit of Jiggery-Pokery, however, the advanced tools in the TARDIS Toolkit reduce the Difficulty by 3, assuming the user is familiar with them.

TIME VECTOR GENERATOR (MAJOR)

This unassuming rod stores and amplifies a massive charge of energy that is used to maintain the connection between the internal dimension and external dimension of the TARDIS through the Real World Interface, basically creating a tunnel from the one dimension into the other.

In emergencies, the TVG can be removed from the TARDIS. This causes the Real World Interface to collapse and cuts off access to the interior TARDIS dimension, leaving the Exterior as an empty shell. Replacing the TVG by use of an emergency connection in the TARDIS shell will re-establish the Real World Interface, but this takes some time (2D6 hours).

While removed, the TVG can be used for a number of purposes. The TVG stores a tremendous amount of energy and can be adapted to power most technologies with an Ingenuity + Technology roll at Difficulty 15. It can power something as energy draining as a warp engine for a single jump, boost the effectiveness of a weapon like an X-Ray laser to destroy an entire fleet with a single shot, or power a large building for 2D6 months.

It can also be used as a weapon, of sorts, by emitting its energy as high intensity light and radio waves that fry electronics and interfere with radio communications. They aren't too healthy for living things in their path, either (D6 damage).

Finally, once removed the TVG can be used with Jiggery-Pokery to create a gadget. This provides the gadget with the Transmit Trait (blocks transmissions only) and 3 Story Points. Like the Dematerialization Circuit, however, few Time Lords would risk the function of their TARDIS by removing the TVG unless there was absolutely no other option.



TARDIS ROOMS

While the interior dimension of a typical TARDIS is for all intents and purposes infinite, the standard TARDIS unit comes equipped with a series of pre-set rooms that can vary from a few dozen for the earlier models to a collection the size of a small town for later ones.

Theoretically, the ACS can be programmed to create an infinite number of new rooms through Block Transfer Computation, but the impracticality of living in and moving about such a large interior, even one the size of the standard TARDIS, tends to curb the impulse to do so. And after all, why create a new room when it's far easier to resize and reconfigure the hundreds of already existing empty storerooms, spare bedrooms and spacious boot cupboards that you never use.

Regardless of model, almost every TARDIS has the following specialized rooms, although some of them may well be lost to damage or misuse (intentional or unintentional) of the Architectural Configuration System.

MAIN CONSOLE ROOM

This is the centre of operation for the average TARDIS, quite literally so in some cases, as certain operators like to place it at the heart of their internal layout for ease of access.

The room is dominated by the central control console and it's central Time Rotor situated above the heart of the TARDIS itself. Depending on the internal layout chosen by the operator (or in certain cases, the TARDIS itself) a large monitor screen, known as the Main Scanner, will also be present, typically embedded in one of the

LIFE INSIDE A TARDIS

Beyond the initial shock of walking into a London Police Call Box and finding one's self in a room the size of a small cathedral, there is a certain 'alien-ness' about the non-Euclidean space inside a TARDIS that can be a bit disorienting for the first time traveller.

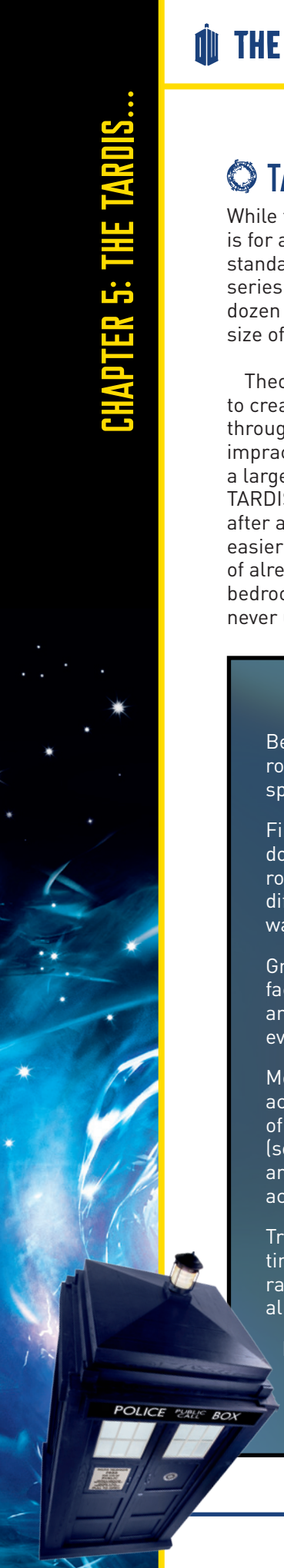
First of all, travel through the interior can be extremely difficult to map, as corridors and doors do not necessarily link up in any sort of linear sequence. You could exit the control room by one door and find yourself immediately walking back inside it by a completely different door. Even a single door might send you to two different places depending on which way you go through it.

Gravity is also unusual in the TARDIS, as down can be set to any surface no matter how it is facing compared to any other surface. This, along with the combination of non-linear layout and infinite size and variety can result in rooms of such bizarre structure and symmetry that even M.C. Escher would be rubbing his eyes in confusion and disbelief.

Most operators try to keep a set, linear environment for ease of use and personal sanity, but accidental or intentional deletion of rooms or hasty reconfigurations often make a mess out of even the best laid out interiors. Some operators, however, seem to delight in using the ACS (see pg.86) to make their TARDIS a labyrinthine puzzle that even they may not fully grasp, and there may be rooms or whole levels they haven't visited in centuries due to their being accidently closed off in recursive loops.

Travelling through the TARDIS interior can also be a strange, but fascinating journey through time. Not literally (although that is also possible), but metaphorically as you peek into random boot cupboards, storage closets and bedrooms of former travellers, now long gone, all packed with the stored objects and detritus of the ages.

But most unusual and alien of all, there is the background sound of a distant thumping, a sound that grows louder as you approach the 'centre' of the TARDIS. It isn't like an engine or a power plant, more like the beating of some titanic heart, as though you're walking through something that is more than just a machine; something a little bit alive...



larger walls within easy view of the navigation panel of the console.

Another important feature of the Console Room is its access to the Real World Interface via the TARDIS main doors. These doors might open up into a Void Interface or directly connect with the RWI as the operator chooses (see pg.101).

Layout and style is infinitely variable, as with the rest of the TARDIS interior, by the combined use of Desktop Themes and the Architectural Configuration System, but one import difference between this and the other rooms in the TARDIS is that, no matter what mistakes the operator makes when using the ACS, the Main Console Room can never be accidently deleted.

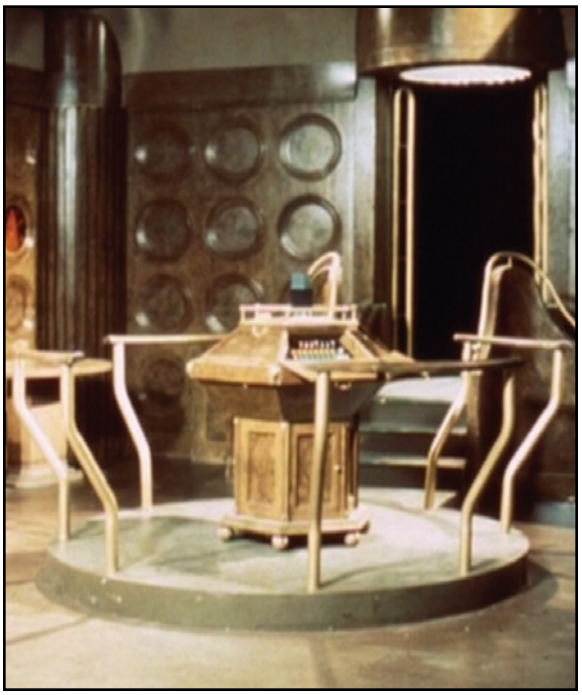
The Main Console Room can be intentionally deleted, but this requires an Ingenuity + Technology roll at Difficulty 27 to accomplish. This effectively cripples the TARDIS, forcing the operator to use the less optimal Secondary Control Room, with no way to recreate the main control room without the aid of a Gallifreyan repair bay or the use of Block Transfer Mathematics on a large scale (something only known on Logopolis). As such, jettisoning the Main Control Room would be a move of extreme desperation.

SECONDARY CONSOLE ROOM

The Secondary Control room is a standard feature on most type 30 or greater TARDIS TTC units and allows the operator to continue to operate the TARDIS in a limited fashion should the Main Console room undergo massive damage or require extensive overhauling.

The room is a good deal smaller than the Main Console Room, and the smaller central console lacks the Time Rotor of the Main Console. It possesses a Secondary Door to the TARDIS Exterior, which function as normal, but will not open if the Main Console Room doors are switched to directly access the RWI threshold, the Main Control Room having priority over the Secondary in all areas, including door controls.

While the operator can operate the TARDIS as easily from this console as the main one, it lacks many of the advanced systems and refinements of the latter, including the Helmic Regulator, the advanced computer systems and a host of other



secondary systems that help to control individual aspects of operation. It also lacks any controls for modifying the structure of the TARDIS itself, like the Rest Weight / Mass controls and the Chameleon Circuit and ACS panel.

As such, Space-Time Navigation rolls from the Secondary Control Room have a +3 Difficulty, as do all general console functions (Computer, Sensors, Power and Communications). Use of specific systems (TARDIS Defences, Energy Projection Unit, etc.) can be rerouted through the Secondary Console, but the control is very rough and raises the Difficulty by +6. Modifying the TARDIS interior or exterior structure, including weight, mass, configuration, etc., is impossible from the Secondary Control room, for security reasons, and will be automatically handled by the TARDIS itself, as necessary.

While the Main Control Room enjoys priority over all functions, an operator in the Secondary Control Room can attempt to usurp control from the Main one with some creative counter-programming. For every action the operator wishes to override from the Secondary Control Room, they must make an opposed roll with an additional +6 Difficulty (+3 if it is their TARDIS). If they score more successes than the operator in the Main Console Room, they may override that control for one Round per Level of Success.



ZERO ROOM

Sometimes regeneration can be a difficult process and a Time Lord will require a place of perfect peace and tranquillity to enter into a deep meditative trance to ride out the effects. The Zero Room provides a perfect environment in which to do this.

The Walls of a Zero room are perfect insulators from the outside world because they actually form a micro-realm within their confines that is dimensionally separate from the outside world. Once the door is locked from the inside, the Zero Room is as impervious to outside influence from the TARDIS interior as the TARDIS interior is from real space. This makes it perfect for sensory deprivation and meditation purposes.

If a Time Lord is placed in the Zero Room and left undisturbed before making their Regeneration Roll, they may reduce the difficulty of the roll by 3.

LABORATORY

The TARDIS Laboratory is a large room with a massive collection of scientific technology from across time and space. The Time Lords understood that the old ways could sometimes be more effective than more modern tech when it came to scientific research in certain periods, hence the existence of Bunsen Burners and tests tubes next to Spectral Analyzers and portable cross-dimensional wave scanners.

Use of this room reduces the Difficulty of all Scientific Research Tasks by 3. A Bad or Disastrous Failure, however, means that some vital piece of equipment has blown out or some substance needed for testing has run low, preventing further use of the Laboratory for that particular task until next adventure.

FOOD DISPENSER ROOM

This room contains the Food Dispenser Machine as well as a lounge area for crew to relax and recharge.

The Food Machine is a wonder of technology, dispensing small bars or bags of concentrated nutrition that are chemically 'programmed' to replicate the texture and flavour of any food or drink the person cares to program into the machine. It has a huge number of recipes in memory and a small sample of any food is all it takes to input new ones.

Time Lords who felt the official designation a bit too cold and stodgy (typically young ones who were trying to get up their instructor's nose) often called this room the 'Kitchen' and on TARDIS units that have been around a bit, there may well be a collection of actual cooking devices and utensils as well as actual food and drink collected from numerous locales across space-time. A Time Lord who fancies himself a gourmand might even go as far as to create extensive wine cellars and walk in stasis cupboards to store large quantities of fresh food.

BATH ROOM

While personal quarters on the TARDIS typically have adjoining bathrooms, THE Bath Room is a stadium sized area with a series of heated and unheated pools for bathing and recreation purposes. The room is typically decorated with eye catching plants from a variety of places and times, the sound of the water is extremely relaxing and the lighting is as close to natural sunlight as one can get, allowing for all the feel of being on a resort world even when in the depths of space.

The water in these pools is super-buoyant and this, along with a small bit of gravity control, makes it practically impossible to drown. There are also showers that use a combination of technologies to clean and refresh the body within



a few minutes without even having to remove one's clothing (which also comes out clean).

The room would be ideal if it weren't for one small problem. Any sort of manipulation of the room with the ACS stands a chance (on a Failure, see pg.87) of causing it to leak. Normally this wouldn't be too much of a problem except that the leak is pan-dimensional and this causes hundreds of leaks to appear all over the TARDIS. This can play havoc with equipment, personal items, and especially with seldom used storage areas which eventually fill up with water if the leak isn't noticed for a very long time. As such, most Time Lords find it more convenient, if rather hearts-breaking, to jettison the room rather than try to hunt down and fix all the individual leaks.

MAIN POWER ROOM

This area of the TARDIS contains the Dynamorphic Generators that convert power from the Eye of Harmony or some other external source into raw Artron energy which is then shunted into the various onboard systems and stored in ancillary batteries.

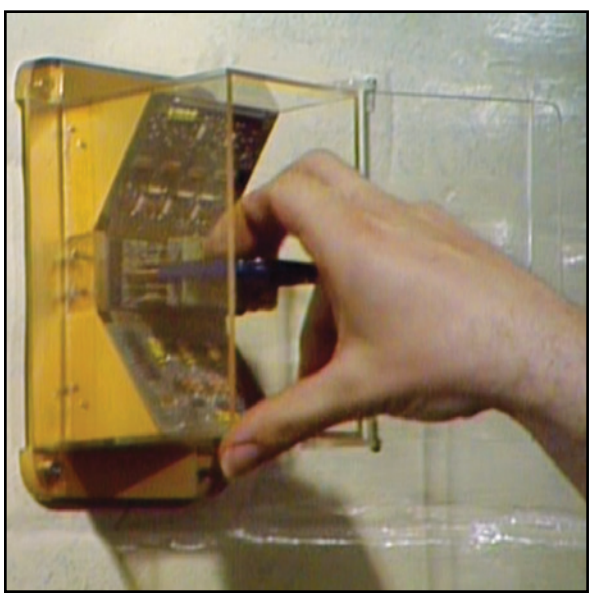
The room itself is massive, typically the size of a small stadium at least, although the nature of the generators, which are more about Block Transfer Computation than physical components, means that its appearance is entirely dependent on the desktop theme of the individual TARDIS. In effect, they look however the operator wants to perceive them. One TARDIS might have a very literal 'engine room' with gigantic generators much in the vein of the cruise liners of early 20th century earth, while another might hide the crude mechanics under the veneer of an art gallery, with each painting covering a hidden panel of controls or circuitry.

Whatever the appearance, use and repair of the Dynamorphic Generators and surrounding technology is an exercise in 4-dimensional math and the particular perceptual understanding of the 'way things work' on the part of the operator. The reason for this is that the forces and complexity involved in certain aspects of TARDIS design make it literally impossible to build certain elements as physical structures. No manner of wire or circuit could truly handle the forces emitted by the Eye or Harmony and convert them into stable forms of energy, for instance. Only Block Transfer Computation can harness and convert such massive power, and to alter or modify the computation requires a 'physical' representative structure that follows some logical pattern the operator can recognize and manipulate.

What might appear as a steam pressure control in our 'Engine Room' version, for example, might actually end up being a small red sliding lever in our 'Art Gallery' or a glass panel display with touch sensitive screen in a more 'Spock' version, but all of them control power output. Likewise, replacing the energy conversion unit might require removing a large flywheel, a small fuse or a glowing cube of plastic depending on how the area is configured.

Confused? Well, that's probably because you don't have the Vortex Trait, which is a minimum requirement for repairs in this area and allows the operator to instinctively identify the 'right bits' for operation and repair. Any major repairs to the Dynamorphic Generators and associated technology require an Ingenuity + Science roll (a talent in Mathematics helps) with a Difficulty of 27. Minor repairs are only Difficulty 21. These repairs must be done from the Power Room directly.

It is possible to override the power controls on the Console and divert or deny power to specific parts of the TARDIS from this room. This is an opposed roll with whomever is operating the Main Control Console, with the winner gaining control for one round per Level of Success.





CLOISTER ROOM

The Cloister Room is a tranquil and quiet area that emanates a peculiar, stress relieving energy that encourages relaxation and mental rejuvenation. Plants decorate the area and vines cling to the many elegantly carved pillars that form a separate, circular sitting area, complete with benches for quiet contemplation.

Quite perversely, this area is also home to the Cloister Bell. This warning system, a peculiar bass ring that travels throughout the TARDIS with an imposing sub-carrier wave that fills those who hear it with dread, sounds only in the most catastrophic of emergencies in which the ultimate fate of the TARDIS itself is hanging in the balance.

This room also hides a direct link to the Eye of Harmony on Gallifrey, which can only be opened by a specific method chosen by the key operator.

ANCILLARY POWER ROOM

This is a much smaller version of the Main Power Room which contains back-up generators and storage units for power generated in excess of the TARDIS needs. In the event that the TARDIS is cut off from the Eye of Harmony on Gallifrey, the power generated and stored here can run it for some time before needing refuelling by either reconnection with the Eye or by opening up the main Dynamorphic Engines and absorbing some source of external power.

When running on Ancillary Power, Every use of the TARDIS to travel through the Vortex drains 1 Story Point. Once this total reaches 0, the TARDIS has one more jump left to reach a source of fuel, otherwise, it is stranded with only enough power to run life support and a few other minor systems for another 2D6 weeks. If, after that time, no further power source can be provided, the TARDIS will 'die' from 'starvation.'

LIBRARY

On a standard TARDIS, this room is cathedral-like, containing multiple levels and every wall is covered with shelf after shelf of books. Some of these books are picked up randomly as the operator travels from world to world and many of these are first editions and rare missing manuscripts that have been saved for posterity or some personal interest of the Time Lord in question. The rest are the physical representations of all the data stored in the TARDIS Computer Databanks created by Block Transfer Computation to serve as a hardcopy backup in case of computer failure.

When use of the computer is impractical or impossible for whatever reason (typically due to damage, lack of access or a lack of relevant computer skills) the Library may be used as an equally informative yet extremely time consuming substitute. The character doing the research makes an Awareness + Knowledge roll, using the TARDIS Knowledge as a substitute for their own, but each roll takes 2D6x10 minutes to represent the time spent trying to find the right book on the right subject in the right section on the right level of the library.

WORKSHOP

The TARDIS Workshop is equipped with all the tools and equipment necessary to build physical, electronic and mechanical objects of all shapes and sizes, from large cabinets to medium sized motors to atomic level circuitry.

The Difficulty of any Craft or Jiggery-Pokery roll is reduced by 3 when using the TARDIS Workshop. On a Bad or Disastrous Failure, however, the parts or materials necessary to complete the project run out and it cannot be finished until a new supply can be found.



WARDROBE ROOM



The Wardrobe room is a massive, multi-level room that contains clothing and accessories from an impressive number of civilizations and time periods. With it, a Time Lord can find an outfit to blend in with almost any humanoid culture. There are also wig, makeup and limited prosthetic facilities allowing minor physical alteration to blend in with aliens with slight physical difference, like pointed ears or bumps on their forehead, but who are otherwise similar to Gallifreyans in shape and form.

When disguising oneself before leaving the TARDIS, use of the Wardrobe Room adds a +2 to disguise attempts. This only applies to physical examination, however, and emotional outbursts on the planet of the Logicians, regardless of your pointed ears and bowl haircut wig, will be a dead give-away.

SICK BAY

Within this room one can find a bizarre mixture of medical technology from a variety of ages, from Victorian era medical instruments to the latest in medical scanners, laser scalpels and bandages that not only cover and medicate a wound, but absorb into it and prevent any permanent scarring.

Use of the TARDIS Sick Bay reduces the difficulty of any medical treatment by 3. Furthermore, there is a portable medical kit in this room that may be taken out of the TARDIS, which reduces the Difficulty of all medical treatments by 1. On a Bad or Disastrous Failure, however, the Sick Bay is out of some important material needed to treat the subject of the roll and treatment may not proceed until the material is restocked.

UTILITY ROOM

This room contains a plethora of tools and pieces of portable equipment that might be useful to a time traveller, like the TARDIS Toolkit, flashlights, filter masks and spacesuits for hostile environments, spare oxygen supplies, large tools like anti-grav clamps and Transverse Dimensional Triangulation Gear, bits of string, etc. It quickly becomes cluttered with random bits of portable technology and alien brick-a-brack picked up during various travels and some of the more eccentric Time Lords actually referred to it as the 'TARDIS Shed' for this reason.

Due to the immediate usefulness of the Utility Room, it is typically connected to the Console Room or resides directly under it, where it is easily accessible by a trapdoor and stairs. Even if it has been moved by the individual operator, it is never very far away, a room or two down the corridor at most.

The Utility Room gives the TARDIS the Resourceful Pockets Trait, but this includes any portable item that the GM will allow, although the item in question should be able to fit through a standard sized door. This could include spacesuits, radios or even a Kayak if you're willing to spend the Story Point or manage to roll the double.

FAULT LOCATOR ROOM

The TARDIS is such a complex machine that sometimes console readouts, intuitive links and even large explosions can fail to indicate the nature or even the existence of a system fault. That is why every TARDIS has a Fault Locator Room, usually located just off the main console room.

The Fault Locator uses Hyper-Spatial Mathematical codes to indicate system faults in just a short series of numbers. It takes a Time Lord or someone from a TL 7 or greater society, preferably with a talent in Mathematics, to read them, but once the information is retrieved, the fault should be easy to locate and repair.

Use of the Fault Locator requires D6 minutes and an Ingenuity + Science roll as Difficulty 15. For every Level of Success or Failure, the Difficulty of the next repair is reduced or increased by 1, respectively.



CREATING A TARDIS

A TARDIS is a complex device, a living machine with a rudimentary sentience that can, over time, grow into a distinct personality with its own goals and motivations. As such, it is much more appropriate to treat it as a 'character,' specifically a non-player character under the control of the Gamemaster, rather than just another gadget or vehicle.



In the ***Doctor Who: Adventures in Time and Space*** game, we separate TARDIS models into four broad categories: *Ancient, Decommissioned, Modern* and *Advanced*. Newer TARDIS units will have a technological edge and are less worn down than older units, but older TARDIS models make up for this in ease of acquisition, personality and useful 'tricks' that the unit may have picked up over time. Choose a Template at this time (see pg.113).

When choosing a TARDIS, whether as part of Time Lord character generation or by GM fiat, you start by grabbing a TARDIS Data Sheet and filling out the following information based upon your chosen TARDIS Template and the instructions below.

TYPE AND MARK NUMBER

There were roughly 100 different models of TARDIS in existence at the time of Gallifrey's destruction, although no models older than a Type 60 were in active use at the beginning of the Time War. Older models were decommissioned or dismantled and surviving examples of those older than a Type 30 were extremely rare, typically non-functional and relegated to the Gallifreyan equivalent of transport museums. The most advanced models were the Type 90 series War TARDISes, created specifically for fighting the Time War.

Each model number also had a number of variants, or Marks, that reflected minor changes or upgrades to the basic design of that model, like the Type 51 Mark III Scout TARDIS, which had enhanced sensors and an improved Perception Filter and Chameleon Circuit. Sometimes, circuit incompatibility resulted from these variations, as in the example of the Type 40 Mark IV, whose Directional Circuit will blow out if used in an earlier Type 40.

Instructions: Choose your Type number from the range provided by your template and write it down in the Type space on your TARDIS Data Sheet. You may, if you like, determine your Mark number by rolling a D6.

ATTRIBUTES

Like a character, a TARDIS will have the full range of Attributes, although they may be used in very different ways to those of other characters.



Most TARDIS units, being only semi-sentient, will have minimal scores in Awareness and Presence, although those that have been around a while gradually become more and more aware as time goes by.

Instructions: Copy down the Attribute scores from your chosen TARDIS Template onto your TARDIS Data sheet. These may be modified by certain TARDIS Traits later, so make sure to use a pencil.

TARDIS TRAITS

Although they are clearly machines and are built to perform whatever function the operator desires of them, TARDIS units will often pick up some very human personality quirks, like bravery or cowardice, which can often affect the way they behave. Due to their machine nature, however, TARDIS Traits will have slightly different effects from those exhibited by other characters.

Instructions: Copy down the Traits given in your chosen TARDIS Template. You may pick up further Traits, reducing the TARDIS Story Point total to pay for good ones and increasing that total for bad ones. TARDIS units may only ever take the Traits listed as TARDIS Traits and never use those found in the ***Core Box Player and Gamemaster Guides***.

GADGET TRAITS

While it is a living machine, it is still a machine, made of technology, and that gives it access to Gadget Traits. Adding new Gadget Traits might represent an upgrade from a previous Mark of that model or a small bit of custom work done to the TARDIS by its operator.

Instructions: Copy the Gadget Traits down into the appropriate section of your TARDIS Data Sheet. Additional Gadget Traits may be purchased by permanently reducing the TARDIS' Story Points by the appropriate amount.

SKILLS

Skills represent a TARDIS' basic programming, the usefulness of its database and the technical sophistication of its systems. Being semi-sentient, a TARDIS doesn't need to be reprogrammed with new information and can 'learn' from its experiences in much the same way as any other sentient being, so older TARDIS units will typically have wider and deeper knowledge base than more recent models.

Instructions: Copy down the skills given in your chosen TARDIS Template. Then roll for additional points using the number given in the Additional Skill Points section of the template. These points may be spent to upgrade existing skills or purchase new ones.



ARMOUR

This score doesn't represent 'physical' protection so much as the basic Temporal Invulnerability provided by the extra dimensional nature of the TARDIS. Unless the doors are open and the TARDIS Force Field is down, no force can penetrate into the interior TARDIS dimension unless it can bypass or punch through the dimensional interface.

In game terms, the damage done must be in excess of the Armour number (treat Lethal attacks from personal weapons as damage 12 in this case). Alternately, an outside force of at least Tech Level 7 must pass a Jiggery-Pokery test (with a Bonus equal to the TL of the technology) at a Difficulty equal to the Armour number in order to affect the TARDIS or any passengers inside. And even after that, there is still the TARDIS Force Field to contend with.

Instructions: Copy this number down onto the Armour section of your TARDIS Data Sheet.



SPEED

A TARDIS rarely needs to travel in a straight line, and even when it does, it can travel as fast as it needs to up to the speed of light or even crossing into hyperspace if need be, so this number doesn't really represent actual speed, so much as the safe speed when attempting manoeuvres in a 'ground' chase. See the Vehicle Rules on pg.75 of the Gamemaster's Guide for more information.

When manoeuvring in open air with few obstacles, the SPEED rating is multiplied by 10. When manoeuvring in open space, this number is multiplied by 100.

Instructions: Copy this number down onto the Speed section of your TARDIS Data Sheet.

STORY POINTS

More so than any other Gadget, a TARDIS is chock-a-block with a huge variety of useful systems and subsystems that can aid a Time Lord in an almost infinite variety of tasks. While many of these systems have been covered already, there is really no room to catalogue everything a TARDIS can be used for, so instead, each one comes with its own personal supply of Story Points (which also represent power reserves).

These can be used in the same was as Time Lord characters to do 'Other Extraordinary Feats' as detailed on page 84 of the ***Core Box Gamemaster's Guide***.

Instructions: Copy this number down onto the Story Points section of your TARDIS Data Sheet. If you purchased TARDIS Traits that required you to spend Story Points, don't forget to subtract those from this total.

STARTING DAMAGE

It is assumed that the players TARDIS is either a refugee from the Time War or was 'borrowed' before then, most likely from a lightly guarded repair depot, a facility for storing decommissioned models, or even a museum.

As such, there is little chance that the TARDIS is in pristine condition when it is acquired and it is likely that a lot of repair work has been done to get it into the state it is at the start of the game.

Instructions: Roll to see how many damage points the TARDIS starts off with. This starting damage may be repaired if and when the characters have the time after their first adventure.

CUSTOMIZING YOUR CONSOLE

The last thing you need to do is to customize your TARDIS Console with the following Control Systems:

NAVIGATION (see pg.85)
ARCHITECTURAL CONFIGURATION (see pg.86)
DEFENSIVE SYSTEMS (see pg.91)
COMPUTER SYSTEM (see pg.93)
TELEPATHIC CIRCUIT (see pg.92)
SENSORS (see pg.94)
POWER SYSTEMS (see pg.94)
ENERGY PROJECTION CIRCUIT (see pg.96)
EMERGENCY SYSTEMS (see pg.97)
COMMUNICATIONS (see pg.98)
TERTIARY SYSTEMS (see pg.99)
DOOR CONTROL (Optional)

Place each system into one of the provided spaces on your TARDIS Data Sheet, making sure that every station has at least one system. Whenever a Console Damage result is rolled, you will roll a D6 to determine which panel is damaged and then randomize between the systems on that panel. For two systems, the top one is damaged on a 1-3 and the bottom on a 4-6. For three systems, the top is damaged on 1-2, the middle on 3-4 and the bottom on 5-6.

Players also have the option of placing Major and Minor Systems from the main console control sets on the console but at different stations (like the Homing Beacon Circuit from the Navigation System) to 'pad it out,' spreading the potential damage from console blowouts, and also to make it easier for others to assist with operating the TARDIS.

TARDIS TEMPLATES

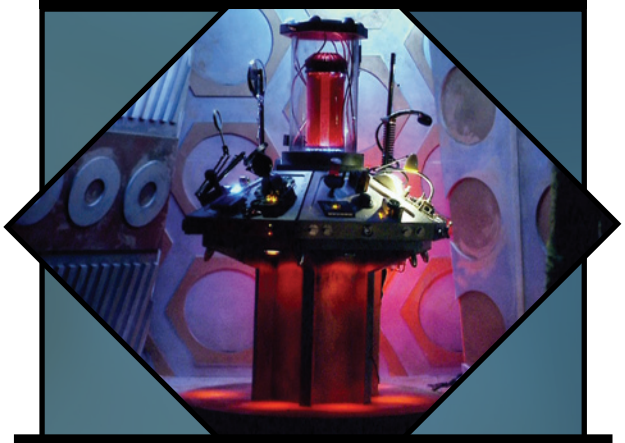
Choose your TARDIS type from one of the following templates . If you are using the new Time Lord character generation rules (see pg.32), remember that the more advanced the TARDIS template you use, the lower your permanent Story Point total will be after character generation is completed.

The Gamemaster might decide to choose your TARDIS for you, of course, in which case they will pick the template and charge you whatever Story Point cost they feel is appropriate for their game. This is typically the case when a TARDIS is being awarded to the characters in the middle of an ongoing campaign.

THE ANCIENT TARDIS (TYPE 1 - 29)

Although the vast majority of Type 1-29 TARDIS units have either been destroyed, lost or have 'died' of extreme old age, there are a very rare few that exist as museum pieces and, even rarer still, a few of these that are still functional (although barely at that).

ANCIENT



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

SKILLS
Knowledge 9, Science (Temporal Science) 6, Technology 3, Transport 4

TRAITS
Clairvoyance (Special), Feel the Turn of the Universe, Lucky, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, ***System Fault (Special), Restriction (Tricky Controls, 6 Pilots)***

GADGET TRAITS
Scan(x2), Transmit, Forcefield (Minor)

ARMOUR: 25

SPEED: 9 (MATERIALISED)

STORY POINTS: 10

STARTING DAMAGE: D6 + 6 POINTS

COST: 0

Anyone who manages to leave Gallifrey with one of these ancient TTCs is taking on a massive amount of repair and upkeep work to keep the old thing running. They have to contend with ages of system deterioration and some of the earlier models may lack advanced systems like Chameleon Circuits or have such primitive Dimensional Stabilizers that the whole interior is only a few rooms in size. On the plus side, Ancient TARDIS units have a massive store of experience and memories that span the width and breadth of history.

At times, an operator will get the sneaking suspicion that their ancient TARDIS is more aware than it should be. In fact, if it weren't such a preposterous idea, one might suspect that their TARDIS had evolved beyond the semi-sentience of its origin and into an entirely sentient state that would technically make it a member of a new intelligent race.

Whether this is due to actual evolution or just a Time Lord's imagination running wild inside a ship that is older than many civilizations, and whose air is heavy with Time Lord history, is subject to conjecture. Once they leave Gallifrey behind, however, the operator of such a venerable machine will find that they must respect their TARDIS as an equal partner in all things if they want to get anywhere...

THE DECOMMISIONED TARDIS (TYPE 30 - 59)

Despite their nature as living machines, the Time Lords see TARDIS units in much the same way a human would view a car or an old TV: when a newer, better model comes along, they tend to trade up.

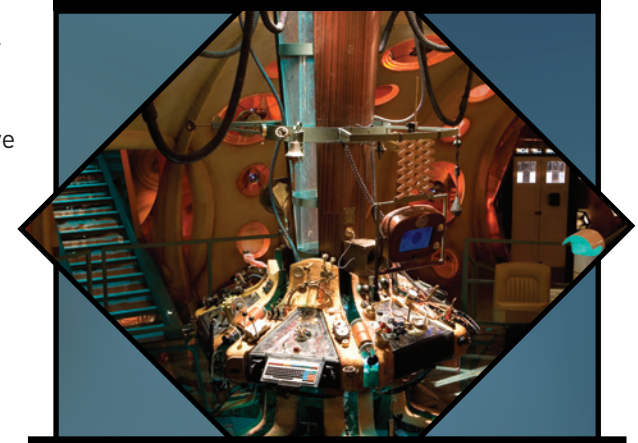
After a time, the older TARDIS units end up receiving less and less attention, system degradation sets in and eventually all the units of that model are called in, decommissioned and used as training vehicles, test beds for experiments or merely stored away in case of future need.

A few of these decommissioned TARDIS units occasionally 'vanish' from classrooms or storage facilities as students take joyrides into the universe, researchers slip away to perform highly irregular experiments and renegades engage in unofficial interference in the timeline. Occasionally, they fail to return.

They are typically clapped out, with multiple system faults considered too bothersome to



DECOMMISIONED



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

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

Additional Skill Points: D6

TRAITS
Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, ***System Fault (Major), Restriction (Tricky Controls, 6 Pilots)***

GADGET TRAITS
Scan(x3), Transmit, Forcefield (Minor)

ARMOUR: 30

SPEED: 12 (MATERIALISED)

STORY POINTS: 15

STARTING DAMAGE: D6 + 3 POINTS

COST: 1

repair on an obsolete model. Still, they typically have a good deal of experience from their centuries of service, and this can be a real boon for an inexperienced operator.

THE MODERN TARDIS (TYPE 60 - 89)

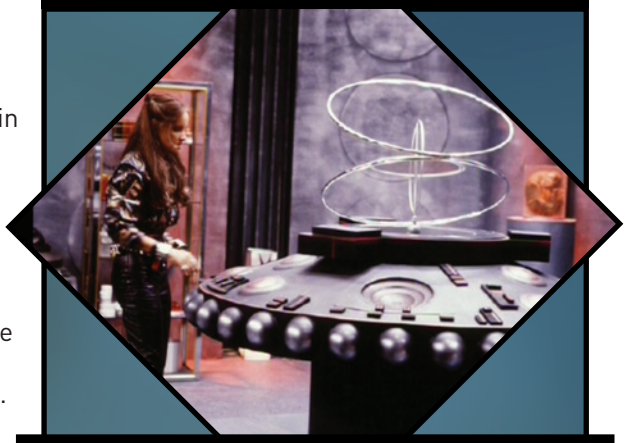
By the start of the Time War, almost all working, commissioned TARDIS units were of Type 60 or greater. These served as the main 'fleet' for the Time Lords at the beginning of that conflict, before the rise of Gallifrey as a fully fledged empire of war.

In the beginning, when the conflict was a subtle one characterized by carefully planned and stealthy missions to subvert the timeline in the Time Lord's favour, these models were adequate for the job. After the Daleks brought the war to the Time Lords, however, even the most advanced TARDIS Models were outmatched, leading to the birth of the first 'War' TARDISes.

The Modern TARDIS was the most advanced TTC available to most Time Lords and its use was strictly monitored. If the players have one of these, then they probably 'liberated' it from a Gallifreyan repair bay during an overhaul of the systems, or they escaped the destruction of Gallifrey in one. Either way, there will be minor faults and damage to repair.



MODERN



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

SKILLS
Knowledge 7, Science (Temporal Science) 6, Technology 5, Transport 2

Additional Skill Points: D3

TRAITS
Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, ***System Fault (Major), Restriction (Tricky Controls, 6 Pilots)***

GADGET TRAITS
Scan(x3), Transmit, Forcefield (Major)

ARMOUR: 35

SPEED: 15 (MATERIALISED)

STORY POINTS: 20

STARTING DAMAGE: D6 + 1 POINTS

COST: 3

THE ADVANCED TARDIS (TYPES 90+)

The arrival of the Time War heralded a change in the basic nature of Time Lord civilization. The desperate struggle transformed a once peace loving people dedicated to non-intervention into an aggressive empire determined to defeat their enemy and cement their position as Lords of Time, whatever the cost. This led to a shift in TARDIS design towards models that were not simply vehicles, but temporal weapons in their own right.

The Type 90 was the first of these 'War' TARDISes and included improved shielding, a more secure Real World Interface and special tactical and security stations for Time Lords who were specially trained in strategy and intelligence gathering. Later models included highly experimental systems like Vortex Rams for breaking into time spurs and out of Time Eddies, Artron Pattern Recognition Analyzers to detect infiltration attempts by Dalek duplicates and Temporal Airlocks to allow personnel to travel between two TARDISes while in Vortex flight.

This period of warlike innovation continued right up until the destruction of Gallifrey and eventually led to the inclusion of an actual temporal weapon, theTime Vector Eliminator (TVE), into the TARDIS design. The TVE could remove entire people, places or even small planetoids from time and space altogether, as though they had never existed. Only the Time Lords of this era would concieve of such a weapon, and even then few dared use it in all but the most extreme circumstances, fearing the temporal domino effect that might result from a misplaced 'shot.'

Due to their frontline function, few if any of these TARDISes remain, and if they do, their operator's will have their hands full trying to control them, as they typically have a combative and impulsive nature coupled with the inexperience of 'youth.'

NOTE: You must have your Gamemaster's permission to take an Advanced TARDIS.

ADVANCED

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

SKILLS
Knowledge 6, Science (Temporal Science) 6, Technology 6, Transport 2

Additional Skill Points: 0

TRAITS
Clairvoyance (Special), Face in the Crowd, Fast Healer, Feel the Turn of the Universe, Psychic, Resourceful Pockets, Sense of Direction, Telepathy, Vortex, War Machine, ***Argumentative, Impulsive, Restriction (Tricky Controls, 6 Pilots)***

GADGET TRAITS
Delete [Restriction: Drains all TARDIS Story Points], Scan(x3), Transmit, Forcefield (Special, see pg.96)

ARMOUR: 40

SPEED: 21 (MATERIALISED)

STORY POINTS: 25

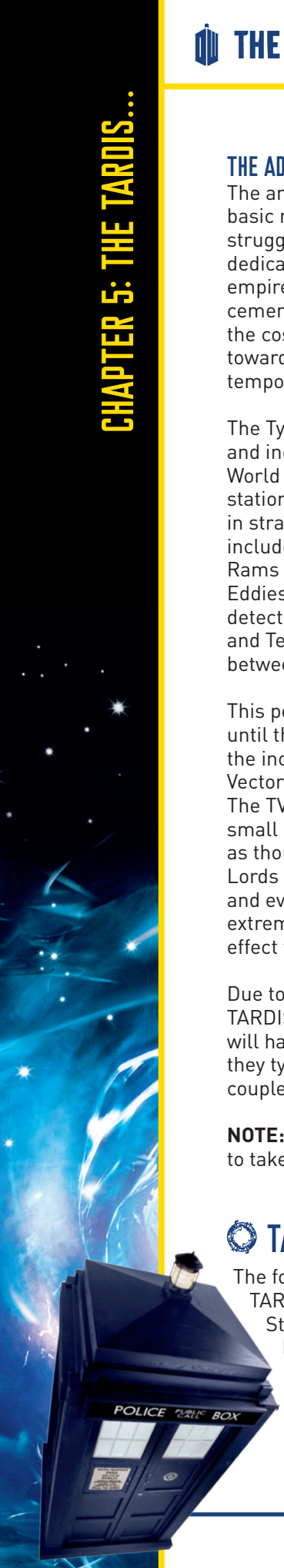
STARTING DAMAGE: D6 -1 POINTS

COST: 5

TARDIS TRAITS

The following Traits may only be taken by a TARDIS and are the only Traits a TARDIS may take. As TARDISes have no character points, TARDIS Traits are purchased by reducing its starting supply of Story Points at the cost of 1 point for Minor Traits and 2 points for Major Traits. Special Traits will have varying costs which are given in their description.

A few of these will be similar to those in the Player's and Gamemaster's Guides, but there are differences when applying them to a TARDIS that will be specified in the descriptions below.



GOOD TARDIS TRAITS

ADVANCED SYSTEMS (MAJOR, TYPE 60+ ONLY)
The TARDIS has the pinnacle of Gallifreyan (or possibly alien) technology installed to streamline its function.

Effects: This Trait adds a +2 bonus to any TARDIS operation rolls. This reduces the TARDIS' Story Point total by 2.

BRAVE (MINOR)
Most TARDIS units take a logical approach to the use of the HADS system (see pg.91), dematerializing the moment the probability of damage reaches 51%. This TARDIS, however, has experienced some of the most dangerous circumstances the universe can throw at it and is willing to stay put until the last moment in order to avoid abandoning its operator at an unfortunate moment.

Effects: Whenever the Gamemaster determines that the HADS System will be activated, the TARDIS can make a Resolve Roll with a +2 Bonus to delay the activation until the operator returns or the TARDIS is threatened with extreme damage or destruction.

This Trait reduces the TARDIS' Story Point total by 1 and cannot be taken with the Cowardly Trait.

CLAIRVOYANCE (MAJOR/SPECIAL)
All TARDIS models use a 4-Dimensional Interstitial Scanning Array linked to their Exo-Chronoplasmic shells to 'see' the area surrounding the Real World Interface and beyond. Some models can even see a bit into the future...

Effects: Major Clairvoyance allows the TARDIS scanner to centre their 'camera' at any point within a range determined by their Resolve (see table below).

Special Clairvoyance works as above and also reflects the unique ability of some highly experienced or highly advanced TARDIS units to use a Story Point to show images from a short time into the future or past on the TARDIS scanner. These images will have a time differential and a duration based upon the TARDIS resolve (see the table to the right).

All TARDIS Units come with this Trait. Enhancing Major Clairvoyance into Special Clairvoyance reduces the TARDIS' Story Point total by 2.

ENHANCED SENTIENCE (SPECIAL)
This TARDIS learns from its experiences and becomes increasingly more self aware.

Effects: Each time this Trait is taken, the TARDIS may take a +1 upgrade in either Awareness, Presence or Resolve and reduces its Story Point total by 1. It may be taken once for each of the Attributes listed above.

FACE IN THE CROWD (MINOR)
All but the most ancient of TARDIS Units are fixed with a Perception Filter that encourage other beings to ignore their presence (see pg.100) for more info).

Effects: The TARDIS gains a bonus to Subterfuge rolls equal to the TARDIS' Resolve score. All TARDIS units of Type 30+ come with this Trait as standard. Older TARDIS models may be retrofitted with it by reducing their Story Point total by 1.

TARDIS CLAIRVOYANCE

RESOLVE	RANGE	PAST/FUTURE	DURATION
1	5m	30 seconds	Brief flash
2	10m	A minute	1-3 seconds
3	200m	3 minutes	30 seconds
4	1km	5 minutes	A minute
5	10km	10 minutes	3 minutes
6	100km	20 minutes	5 minutes
7	500km	30 minutes	10 minutes
8	1000k	1 Hour	20 minutes
9+	1AU	1 Day	30 minutes



FAST HEALING (MAJOR)

TARDIS units are slow to heal as it takes a massive amount of energy to regenerate lost superstructure and recalculate Block Transfer components. This TARDIS, however, is particularly quick healer.

Effects: The TARDIS heals 3 points of Attribute damage per adventure instead of 1. This reduces the TARDIS' Story Point total by 2.

FEEL THE TURN OF THE UNIVERSE (SPECIAL)

Creatures of the 4th Dimension, TARDIS units are exceptionally perceptive when it comes to the flow of history and causality and they can use this to aid their Time Lord operator in identifying and solving problems with the timestream.

Effects: When a Time Lord is inside the TARDIS, the bonus gained from their own 'Feel the Turn of the Universe' Trait is effectively doubled, adding a +4 to the roll instead of a +2. All TARDIS Units come with this Trait.

LUCKY (MAJOR)

This TARDIS has a talent at seeing a few seconds into the future and then making lightning quick corrections to overcome unfortunate circumstances. Those inside the TARDIS often make the mistake of thinking that they got lucky when, in actuality, it was a bit of clairvoyance and quick thinking on the part of 'the machine.'

Effects: Whenever a double '1' is rolled when using the TARDIS for anything, you may reroll the dice once. This is cumulative with a character's Lucky Trait, in which case two rerolls are possible.

This Trait reduces the TARDIS' Story Points by 2.

PSYCHIC (SPECIAL)

A TARDIS gets inside your head. This is essential to its function as it helps the operator to run the ship, translate alien thought patterns into recognizable speech, monitor potential threats and perform many other tasks that help to streamline the lives of its occupants.

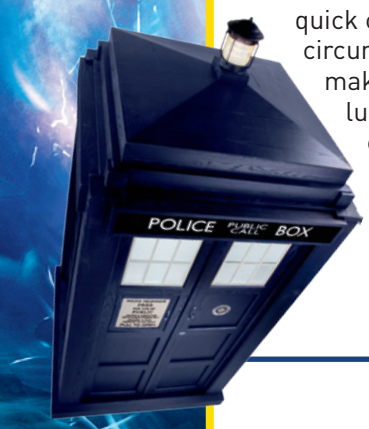
Effects: All TARDIS units are Psychic and this provides the basis for many of its operating systems, particularly the translation, HADS and Internal Weapon Deactivation systems. For more information see the TARDIS Telepathic Systems (pg.92). The TARDIS will never use this ability to intrude upon private thoughts or to possess or otherwise control others, although it is conceivable that a evil operator could find a way to utilize its psychic circuitry for such purposes.

RESEARCH CAPSULE (MINOR)

This TARDIS was specially kitted out with an extra large laboratory stocked with all the latest research equipment in order to provide support for dedicated Time Lord research scientists.

Effects: Any research rolls made using the TARDIS lab have a +2 Bonus. This reduces the TARDIS' Story Point total by 1.







RESOURCEFUL POCKETS (SPECIAL)

Having massive interiors with numerous storage spaces, TARDIS units are typically chock-a-block with all manner of odds or ends, but it is the Utility Room just off the main console room that is filled with all the most important equipment (see pg.109 for more info).

Effects: A character in the Utility Room can spend a Story Point and find the thing they need. Alternately, they can save the point, rummage around and roll two dice: if you get a 'double' you find something helpful. You are only limited to items that can fit through the utility room door.

RUN FOR YOR LIFE! (MINOR)

This TARDIS has spent a lot of time running away from 'very bad things,' and has a knack for shaking off pursuit.

Effects: The TARDIS gains a +1 Bonus to Speed when fleeing. If being pursued through the Vortex, by Wake Shadowing or other means, it receives a +3 bonus on any roll to shake pursuers. This Trait reduces the TARDIS' Story Point total by 1.

SCOUT CAPSULE (SPECIAL, TYPE 60+ ONLY)

This TARDIS was equipped with improved Perception Filters and Chameleon Circuits, either to aid Time Lord anthropologists in closely studying an alien species, cloak clandestine activities or to function as a recon unit in the Time War.

Effects: The TARDIS adds +2 to its Subterfuge skill and has an advanced Chameleon Circuit that can scan, copy and materialize over an object as one action. This Trait reduces the TARDIS' Story Point total by 3.

SENSE OF DIRECTION (MINOR)

This Trait represents the TARDIS Homing System which allows it to home in on various types of signals. It also has a store of D6 Homing Beacons which may be used to find one's way back to the TARDIS, no matter how far away or how well disguised it is.

Effects: Any roll to locate and follow a signal using the Homing systems receives a +2 Bonus. Any attempt to find the TARDIS using a Homing Beacon also receives a +2 Bonus. All TARDIS Units come with this Trait.

SYSTEMS UPGRADE (SPECIAL)

As the Time Lord travels, they may occasionally find enough down time, and interest, to customize and improve their TARDIS. They may still be flying around in a museum piece, but after a bit of work it will be a far more functional one...

Effects: Each time this Trait is taken, the TARDIS may take a +1 upgrade in either Coordination, Ingenuity or Strength and reduces its Story Point total by 1. It may be taken once for each of the Attributes listed above.



TELEPATHY (SPECIAL)

The Telepathic Circuits allow the TARDIS to 'communicate' with its operator and others. Without it, a Time Lord would have greater difficulty operating and repairing the TARDIS and, in addition, would be reduced to learning alien languages the hard way.

Effects: All TARDIS units have Telepathic Circuits and this provides the basis for many of its operating systems, particularly those for translation and telepathic transmission. For more information see the section on the TARDIS Telepathic Systems (see pg.92).

If these circuits are damaged, all rolls concerning the operation or repair of the TARDIS are increased in Difficulty by 3 and the players lose the use of the Telepathic Translation Field (although the Translation Circuit will still be functional and available via the Communications Console for manual translations).

TOUGH (MINOR GOOD)

This TARDIS unit is particularly resilient due to intentional dimensional hardening or because of peculiar coral build-up, similar to scarring, that has resulted from previous damage.

Effects: Reduces the amount of damage sustained by the TARDIS by 2 points, after any other affects, like Armour and Force Fields, are taken into account.

This Trait reduces the TARDIS' Story Points by 1.

TRICK (MINOR)

The TARDIS and its operator have such a deep understanding of each other that the Time Lord has been able to teach it to do things outside of its normal operating parameters.

Effects: This Trait may be taken multiple times. Each time this Trait is taken, the Time Lord player may choose a special 'trick' that their TARDIS will perform on cue. These tricks should be simple, no more than minor functions that help or personalize the relationship in small ways. Some Examples:

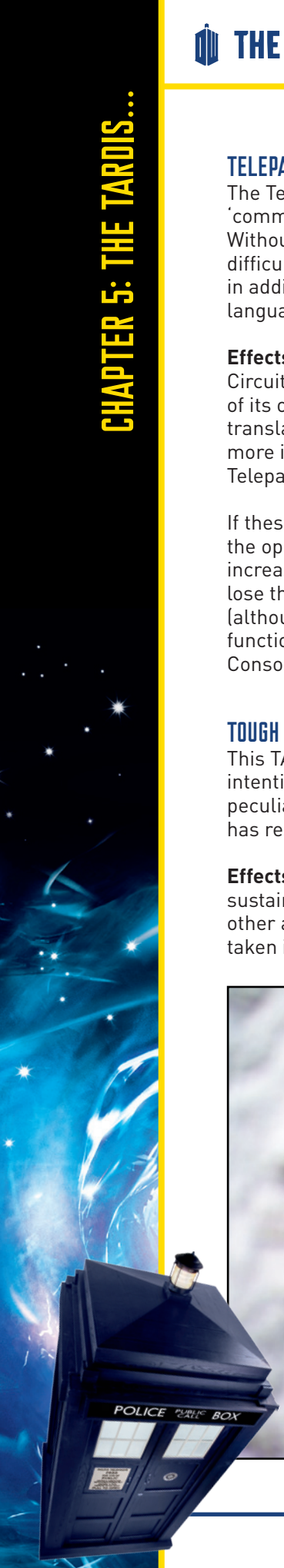
* Opening the TARDIS Doors with a snap of the fingers.

* Controlling a single function (like dematerialization, randomly changing its current shape or setting the RWI a second out of sync) by whistling a short and very specific series of notes.

* Remotely lock the TARDIS with the key (car alarm noise optional).

This TARDIS Trait is unusual in that each time it is taken, the Time Lord operator must also spend a Character Point of their own. If the Time Lord is permanently killed or the TARDIS is destroyed, any tricks learned die with them.





VORTEX (SPECIAL)

The TARDIS is a creature of the Vortex, designed and grown to step into the swirling maelstrom and return again safely. This takes massive amounts of energy, however, and after a great deal of use, a TARDIS may have to recharge its batteries, either through the Dynamorphic Generators converting power from the Eye of Harmony on Gallifrey, or after the Time War, by opening up the engines on top of a temporal power source, like the Cardiff Rift or, in an emergency, using the Time Lord's own life force.

Effects: Whenever the TARDIS is used to travel the Vortex, it uses a single Story Point as with the normal Space-Time Navigation rules (see pg.65). These points are automatically regenerated at the end of each adventure unless the link to the Eye of Harmony on Gallifrey is lost, in which case some other source of fuel must be procured, like a temproal rift (see pg.53).

TARDIS units do not normally flit around on their own. If a reason to do so arises, say receiving an urgent telepathic distress signal from its operator or having a pre-programmed flight disc inserted into the console, it can do so by making an Ingenuity + Resolve roll and using the normal Space-Time Navigation rules.

All TARDIS units have this Trait. If they lose it they are effectively grounded.

WAR MACHINE (SPECIAL)

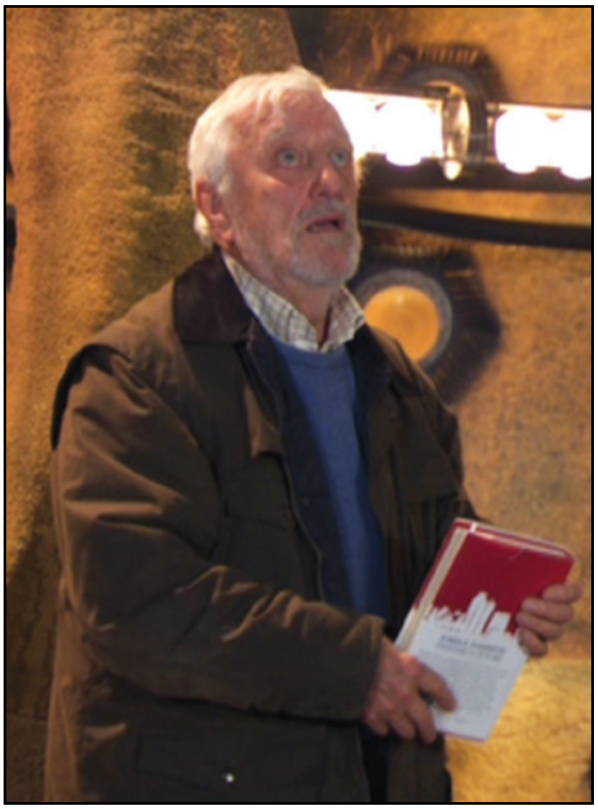
This TARDIS was built or adapted to be used in a Time War and is armed with various Temporal Weapons and Defences. This call to war goes deeper than equipment load-out, however, and the machine sees everything from a tactical point of view, treating every time and place as a potential battlefield.

They treat their Time Lord operator as a general, and will follow their orders to the letter, even if it leads to self destruction, but have been known to twist instruction around if they think it is in the interest of their 'side.' They are cold, analytical machines and will even sacrifice a Time Lord's companions if they get in the way of victory.

Effects: The TARDIS gains the Bravery Trait and the Special version of the Forcefield Gadget Trait. The TARDIS also gains the Delete Gadget Trait. This represents the Temporal Vector Eliminator which can totally remove a single object, anything from a single person to a small moon, from history. This drains all the TARDIS' Story Points and the consequences might be severe, so a Time Lord should think very carefully before utilizing it.

On the bad side, the TARDIS also gains the Argumentative and Impulsive Traits which kick in anytime the operator acts in a way that compromises the tactical situation, like going back for fallen or captured allies or running from the enemy.

This Trait reduces the TARDIS' Story Point total by 3 and may only be taken with GM permission.



WELL TRAVELLED (MINOR, TYPES 1-59 ONLY)

The TARDIS has seen many alien worlds and possibly even an alternate dimension or a parallel world or two.

Effects: The TARDIS gains 3 extra skill points to spend on new or existing skills. This reduces the TARDIS' Story Point total by 1.

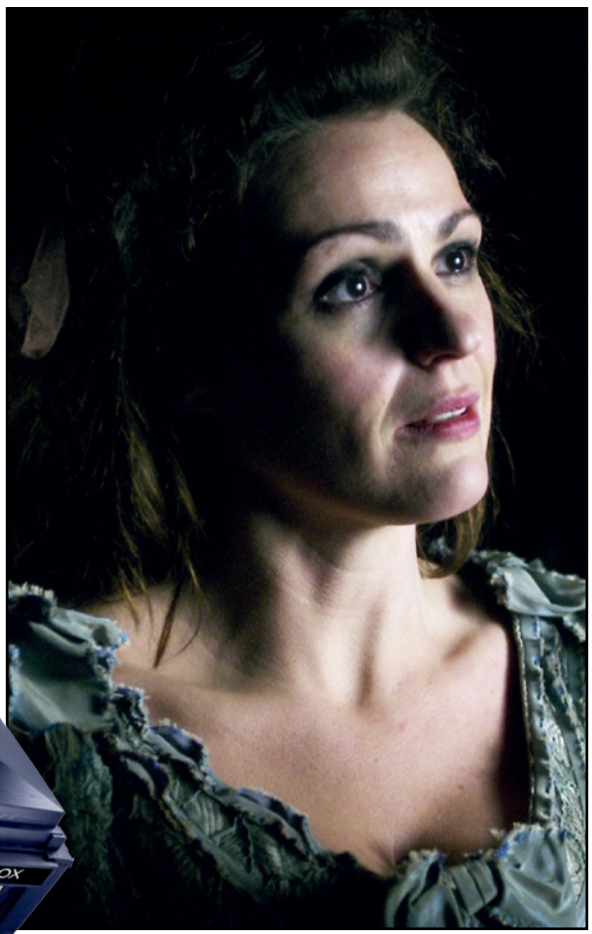
BAD TRAITS

ARGUMENTATIVE (MINOR)

The TARDIS has ideas of its own on how to go about things and will often make life difficult for its weary Time Lord operator, freezing controls, slamming the door in their face, or 'accidently' activating the HADS system so it can sulk in the Vortex until it gets its way. Usually, the operator has to flatter or soothe it to get it out of its mood and free up the controls, but some operators find a hammer is also an effective correctional tool when they're really in a hurry.

Effects: Whenever the Gamemaster feels that the TARDIS would object to something its operator or anyone else is up to or is 'just in the mood' (typically once an adventure), it will do whatever is necessary to prevent them from acting until it can be placated, convinced or threatened to do otherwise by an opposed Resolve + Convince roll.

This Trait raises the TARDIS' Story Points by 1.





CODE OF CONDUCT (MAJOR)

The TARDIS is heavily motivated to adhere to a strict set of moral rules. This might be due to programming, the influence of a long time relationship with a single Time Lord operator, or because it picked up the cultural mores of a civilization it had spent a long time with as part of an anthropological mission. Whatever the reason, it not only follows the code but also tries to force its operator and passengers to do so as well.

Effects: The TARDIS will have a strict code of behaviour. This could be an adoption of an existing code, like Bushido or the Ten Commandments, or a new set of rules agreed upon by the players and GM.

The TARDIS will never allow itself to break those rules and will also try to prevent any of its occupants from doing so either by shutting down critical systems, locking doors, freezing controls or possibly even taking off on its own, as it refuses to take part in such a violation of its principles. If the characters manage to force it to do so anyway, all further TARDIS Operation rolls will be at a +3 Difficulty for the rest of the adventure due to its sentience retreating inwards to avoid conscious participation.

This Trait raises the TARDIS' Story Points by 2.

COWARDLY (MINOR)

This TARDIS has seen the worst the universe can throw at it and the experience has scarred it, psychologically. Now it simply wants to go somewhere safe and stay put. Unfortunately, life with a Time Lord is rarely safe and there is no running back to Gallifrey anymore, so this TARDIS has taken to retreating into the Vortex at the least sign of trouble. This causes no end of consternation for its operator, of course...

Effects: Once per adventure, whenever the GM feels it is most appropriate, something will frighten the TARDIS that isn't truly a threat. It could be anything from a 'hostile' alien to a thunderstorm to a Sontaran shaped rock, but the TARDIS will panic and activate its HADS system unless it can make a Resolve + Convince roll against a Difficulty of 15.

This Trait raises the TARDIS' Story Points by 1. It cannot be taken with Bravery.

FORGETFUL (MAJOR, TYPES 1-59 ONLY)

There is a glitch in the TARDIS' memory banks, typically caused by irreversible system degradation due to great age, that make it a bit senile. As such, it can often forget to carry out random bits of programmed instructions and access to its database is spotty at best.

Effects: Whenever the operator rolls a double during any TARDIS operation, the resulting level of Success is reduced by 1. Furthermore, there is a +2 Difficulty to any task utilizing the TARDIS computer to recall information.

This Trait raises the TARDIS' Story Points by 2.

HAUNTED (MINOR)

There are entities out in the Vortex that might be considered ghosts by some. Usually a TARDIS shields both against the physical effects of the Vortex and the more insubstantial elements as well. Unfortunately your TARDIS does not always filter or protect the occupants from the potential mind tricks the Vortex plays or the strange entities that inhabit it. This means that voices echo down the corridors, and strange spirits can be glimpsed passing through the walls sometimes. Certain Time Lords actually like these spirits and disable the Vortex Filters intentionally...

Effects: Wandering around this TARDIS is an unnerving experience for anyone except the operator (who is assumed to be quite used to the apparitions). Whenever any character moves about the TARDIS without the operator, however, there is a 1 in 6 chance that they will encounter a vision or apparition with a Fear Factor of D3 and have to make a Fear test. If they fail, they run out of the area and refuse to enter it again for a number of hours equal to the Level of Failure.

This Trait raises the TARDIS' Story Points by 1.

HIGHLY MODIFED (MAJOR)

This TARDIS had a previous operator who was an inveterate tinkerer, modifying systems left and right until the machine was so rewired that the average Gallifreyan technician would be at a total loss to put things back the way they were. This doesn't make the TARDIS run any worse, in some cases the modifications might even be useful, but it makes repairing the thing a nightmare.

Effects: The whole system is linked together in such a bizarre fashion that there is a chance that any repair or modification will cause another system to fail. Unless the person making the repair or modification rolls a Good Success or better, the TARDIS will take another point of damage.

This Trait raises the TARDIS' Story Points by 2.



IMPULSIVE (MINOR)

The TARDIS is eager, ready for action and gets bored hanging about on worlds where there is little or nothing exciting going on. As it tends to experience excitement vicariously, through the experiences of its operator, this means that it will often 'slightly modify' coordinates to dump them in 'exciting' situations, allow strange (but interesting) people to see through its perception filters and enter freely, or otherwise spice up life for its exasperated Time Lord companion.

Effects: Once per adventure, the TARDIS will do something that makes its operators life a little more 'exciting,' i.e. difficult. The result is left up to the individual GM, but could include minor intentional misjumps to get to the heart of the action or even broadcasting its presence to the Time Lord's enemies in order to 'call them out.'

This Trait raises the TARDIS' Story Points by 1 and cannot be taken with Overprotective.

INSATIABLE CURIOSITY RANDOM TRIP TABLE

ROLL	RESULT
2	The TARDIS gets temporally stuck in a time eddy on its way back. It will not reappear until the end of the adventure.
3	The TARDIS misjumps on its return, landing a little too far forward in the future from when it left. It will reappear 2D6x5 minutes after the players find it missing.
4-5	The TARDIS misjumps on its return, landing a 2D6x5 yards off from where it left.
6-8	The TARDIS returns a few seconds after it left and in the same spot.
9-10	The TARDIS returns covered in some sort of strange material, like seaweed or primitive pictograms.
11	The TARDIS creates a bizarre temporal anomaly, like leaving a Police Box shaped fossil impression in the same area the adventure is taking place. This could have major consequences or simply serve to confuse the players who might think it is part of the overarching plot.
12	The TARDIS suffered D6 damage on its trip.

INEXPERIENCED (MINOR, TYPES 60+ ONLY)

This TARDIS has rarely seen use or has only been used for a single specific purpose, such as a long term anthropological study of a minor species on an insignificant blue green planet in Mutter's Spiral.

Effects: The TARDIS suffers a -2 to its Knowledge Skill. This Trait raises the TARDIS' Story Point total by 1.

INSATIABLE CURIOSITY (SPECIAL)

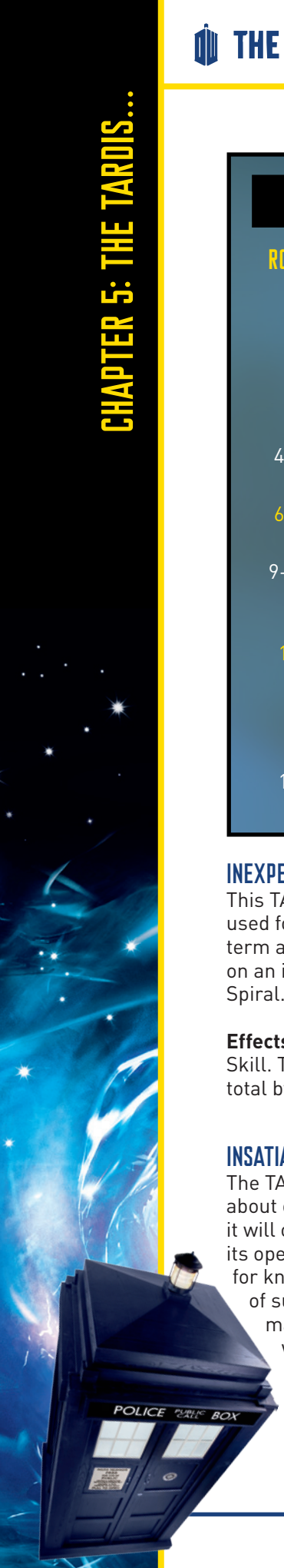
The TARDIS has an almost childlike curiosity about other places and times and, if left too long, it will occasionally nip off for short jaunts when its operator is away in order to slake its thirst for knowledge. These trips can last any amount of subjective time, with the TARDIS having many 'adventures' of its own, like being worshipped by a strange primitive tribe it is observing or becoming caught in a prehistoric mudslide that leaves a fossil impression destined to blow the minds of future palaeontologists.

It will attempt to return to its original point of departure within a few seconds of the time it left, but on occasion a Time Lord will return to find their TARDIS a few yards away from where they landed it, covered in primeval mud that wasn't there when they left it, or missing altogether when they need it.

Effects: Once per adventure, when the GM determines that it has been left on its own for a good bit of time, the TARDIS must make a Resolve roll at a Difficulty of 12 or sneak off on a trip of its own. The results of that trip should be randomly determined (see the Random Trip Table above).

Each trip costs the TARDIS 2 Story Points, one for leaving and one for the return trip, as normal for its use of the Vortex Trait.

This Trait raises the TARDIS' Story Point total by 1 and the TARDIS Knowledge skill by 1.



JUSTICE MACHINE (MINOR)

This TARDIS has spent a good deal of its life in the service of the High Council. As such, it is driven to achieve their goals, especially regarding enforcement of the Laws of Time and the capture of Time Lord Renegades, particularly the Doctor and the Master.

Effects: The TARDIS actively resists any use of its system to contravene the Laws of Time. Any use of the TARDIS Story Points to allow a Time Lord to intentionally cross their own timestream, alter a fixed point in time or create a paradox of any sort using its systems, cost twice the normal amount.

The TARDIS will also keep a record of Wanted Time Lord Fugitives. If it encounters a criminal on its list, it will steadfastly refuse to leave, no matter the consequence, until the criminal is captured. The only movement it will make is in pursuit of the fugitive, although the TARDIS gains 3 Story Points to use in their capture. Obviously, it will not allow itself to be used by a Time Lord with the Wanted Renegade Trait.

This Trait raises the TARDIS' Story Points by 1.

OVER-PROTECTIVE (SPECIAL)

The TARDIS tends to mother its operator and passengers, seeking to keep them out of harm's way as much as possible. This can be highly annoying for a Time Lord who needs to land in a Dalek base and finds, instead, that he has set down 10 kilometres away. Occasionally, this will cause additional difficulties that the TARDIS, in its protective mode, just couldn't foresee, like having to trudge through kilometres of monster infested swamps to get to the original destination.

On the plus side, the TARDIS takes great pains in providing care and comfort for its passengers, so it typically has very comfortable rooms, good food stocks and well maintained medical facilities.

Effects: Whenever the TARDIS senses a dangerous situation, it will try to divert its flight path just enough to keep the passengers out of the way of the main threat by 1D6 kilometres. More if the threat is particularly large, like a volcanic eruption or atomic test blast.

The operator can try to move the TARDIS closer, but it will require a Fantastic Success on their roll to do so. Even then, if the apparent threat seems severe, like an armed force waiting outside, it may lock the doors and refuse to let the passengers leave, even if the players want to go outside.

This Trait raises the TARDIS' Story Points total by 1 and its Medicine skill by 1 as well.

PHOBIA (MINOR)

For whatever reason, the TARDIS has a primal fear of something. It could be a type of environmental factor, like water, fire or lightning, or it could be a type of creature, like Daleks or even butterflies. It could even be a type of situation or place, like a battlefield or swamps. Whatever the case, the TARDIS will do a scan of the landing area and if it detects the object of its Phobia, it will materialize as far out of sight of it as possible, and it will tend to activate the HADS system if the object of its Phobia comes near.

Effects: Whenever materializing, the GM will determine where the TARDIS lands if the programmed area contains something related to its phobia. Furthermore, if the object of the phobia comes with 15 yards of the TARDIS, it will automatically activate the HADS system.

This Trait raises the TARDIS' Story Points by 1.



SHIFTING STRUCTURE



REALTIONSHIP TO THE TARDIS	DIFFICULTY
Primary Operator	12
Travelling Companions	12
Welcome Passengers	15
Unwelcome Passengers	18
Hostile Passengers	21

POWER FLUCTUATIONS (MAJOR)

The Dynamorphic Generators are faulty and occasionally cause power to ebb and surge in an unpredictable manner. This can occasionally cause power shortages that shut down major systems or result in power surges that blow out circuits.

Effects: Whenever making a Roll for TARDIS operation, a Double '1' will result in a drop in power levels. This reduces the Success Level by 1 and drains 1 of the TARDIS' Story Points.

If a Double '6' is rolled, a power surge shoots through the system, increasing the Success Level of the roll by 1, but causing D3 points of damage in the process.

This Trait raises the TARDIS' Story Point total by 2.

SHIFTING STRUCTURE (MINOR)

A permanent fault in the Architectural Configuration Circuit causes the internal structure of the TARDIS to occasionally shift about. This can cause no end of confusion for its operator and passengers, although the TARDIS will help those who know what they are looking for, or have a particularly strong intuition, to follow the right path.

Effects: Whenever a character attempts to reach a specific room outside the console room, they must make an Ingenuity + Resolve roll to find it. The Difficulty is based on how familiar the person is with the TARDIS in question (see the table to the right).

This Trait raises the TARDIS' Story Points by 1.

SLUGGISH (MAJOR, TYPES 1-30 ONLY)

The TARDIS is old and slow, struggling to accomplish most tasks, much less accomplish them with any speed. Database retrieval is sluggish, circuits take extra time to kick in and dematerialization takes forever, the machine moaning and wheezing in an extremely noisome manner, even for a TARDIS.

Effects: All TARDIS functions take twice the normal amount of time to perform.

This Trait raises the TARDIS' Story Points by 2.

SMALLER ON THE INSIDE (MAJOR, TYPES 1-30 ONLY)

The TARDIS Dimensional Stabilizer and related Architectural Configuration Circuitry is faulty or is one of the earliest examples of Transcendent Dimension Technology, the practical upshot of which is that the interior is of a finite size, and in some cases, may not be much bigger than the exterior, if at all.

Effects: As a Major Trait, the TARDIS only has a single console room, one example of each room mentioned in the TARDIS Rooms Section (see pg.104) and D6 spare rooms that are typically used as crew quarters or stowage.

This Trait raises the TARDIS' Story Points by 2.



'COME ON OLD GIRL, DON'T FAIL ME NOW!'

In times of desperation, when time has run out and they need a specific non-functioning system to function now , a Time Lord may have to resort to cross-circuiting, jury-rigging and, in time of desperation, even coaxing their TARDIS (through cooing, stroking the console affectionately, etc.) into overcoming or bypassing blown-out circuits lost to damage or age.

By taking a single action and spending 1 Story Point for a damaged Minor System, 2 Story Points for a damaged Major System or 3 Story Points for a system damaged as a result of the System Fault TARDIS Trait, the Time Lord may ignore that damaged or missing status of the system for a single scene or until the GM determines that it craps out again.

SYSTEM FAULT (MINOR/MAJOR/SPECIAL)

The TARDIS has a permanent system fault due to damage or deterioration or is simply so old that it is missing a vital system found on all later models. This damage or missing system cannot be repaired or replaced without extensive work and a great deal of time, which, strangely enough, Time Lords never seem to have...

Effects: As a Minor Trait, the TARDIS has single point of damage. This specific damage may not be repaired. This raises the TARDIS' Story Points total by 1.

As a Major Trait, the TARDIS has 3 points of damage, which may not be repaired. This raises the TARDIS' Story Points total by 2.

As a Special Trait, the TARDIS has 6 points of damage which may not be repaired. This Trait raises the TARDIS' Story Point total by 3.

Reducing the level of this Trait using Advancements repairs a number of systems equal to the difference between the levels. So reducing the value of this Trait from Special to Major repairs three systems, for example. These repairs are so intensive, however, that nothing else may be done before the next adventure, no new gadgets may be built, no other repairs may be done, no vacations may be taken, nothing else.

UNLUCKY (MINOR)

The TARDIS is slightly out of tune with the flow of the universe and seems to be forever behind the curve of events. This hampers its ability to work with its operator to achieve the best results where its functions are concerned. To the operator and passengers, this might seem like a string of bad luck, but in reality, it is the result of errors on the part of a machine that works in 4 dimensions...

Effects: Whenever a double '6' is rolled when using the TARDIS for anything, you must reroll the dice once. This is cumulative with a character's Unlucky Trait, in which case two rerolls are possible and you must take the worst result.

This Trait raises the TARDIS' Story Points by 1.



TARDIS GROWTH

As semi-sentient, living machines, TARDIS time travel capsules are capable of 'learning' in a fashion similar to other characters, taking their experiences and using the information gathered from them to adapt and improve, although they do so at a much slower rate.

After each adventure, you can roll 2D6 to see if the TARDIS has learned from its experiences. If you roll a 9+, it gains a single advancement point. These points can be saved or spent on advancements at the costs listed on the table to the right.

NOTE: When adding a Trait through Advancement Points, you may ignore any Story Point costs associated with that Trait. Also, when improving an already existing Trait, you need only pay the difference in points, not the full amount, so going from Minor to Major in a single Trait only costs (3-2 =) 1 Advancmement Point, not 3.

TARDIS ADVANCEMENTS

ADVANCEMENT	COST
Reduce a Bad Trait by one level	2
Add a Skill Point	2
Add an Attribute Point	4
Add a Minor Trait	2
Add a Major Trait	3
Add a Special Trait	4
Add a Story Point	4





6: MASTER OF TIME AND SPACE...



FOR YOUR EYES ONLY...

While the first part of this book was aimed at both the players and the gamemaster, the rest of it is strictly for the Gamemaster's eye's only! If you are a player, you should stop reading here, lest you spoil any surprises that the Gamemaster might have in store for you!

If you are running the game, then welcome, Lord Gamemaster! This half of the book holds a plethora of new rules, secret backgrounds, characters, adventure seeds and advice on running a game focused around temporal anomalies, TARDISes and even Gallifrey itself!

DARK SECRETS OF THE TIME LORDS

This section covers information only the most knowledgeable and important Time Lords would know, including the secret history of Gallifrey, details of arcane technologies of immense power, and the Biodata Extracts of some of the most infamous Gallifreyan Renegades of all time.

LAST OF THE TIME LORDS?

This section examines ways to fit Time Lord characters into your campaign and includes a selection of generic Gallifreyan NPCs, story seeds for adventures based around Gallifrey and, finally, advice on handling regneration and introducing Watchers when the temporal situation goes completely pear-shaped.

ADVANCED TEMPORAL MECHANICS

This section provides rules, advice and adventure seeds for using the temporal phenomena described in ***Chapter 4: Temporal Mechanics 101***. It also discusses alternate temporal manipulation devices and provides a selection of rare and powerful time technology, as well as an alternative system for 'Cheap and Nasty' time travel.

The section ends with advice on how to fit a TARDIS into your campaign, ways to keep it, and some of its more advanced systems from dominating the game and ideas for running time travel campaigns without Time Lords or TARDISes.



RULES FOR USING THE RULES

The first and most important rule to remember is this: there are no rules.

This book is designed to provide expanded tools for those who want to add a bit of flavorful detail in their campaign, but all of the rules included are optional. Take what you like, leave the rest, and run your game how you want to run it. We won't send a Dalek Rules Enforcement Squad to your house, we promise.

In fact, we've even provided some very simple options to replace, or even to use in conjunction with, the more detailed rules for time travel found in the front section of this book, just in case your style runs more fast and loose. With these simplified rules, you can treat the front of the book as a really comprehensive reference manual and just wing it from there!

For those who want to use all the rules, or even some of them, the second rule is this: don't be afraid to bend the rules!

Just because 99,9% of all Relative Causal Nexus relationships proceed into the future normally doesn't mean that there isn't at least one out there in which two people continue to meet in reverse order (as River Song clearly demonstrates). We've even included an entire seriesof adventure seeds based around skipping a time track backwards!

Keep in mind, however, that while changing up known 'facts' can be a great way to spice up an adventure, the trick is to not overdue it. Players will eventually tire of having the rug of reality pulled out from under them every other adventure. Even the Doctor's universe has some consistency and players usually like to be able to use hard earned knowledge gained from past experiences to solve current problems.

That leads us to our third rule, which is this: don't punish the players for their ingenuity!

If the Time Lord player has studied the Temporal Mechanics chapter and knows the TARDIS systems inside and out, don't feel a need to reign them in just because they manage to find clever ways around the challenges you throw at them. The Doctor is clever. Time Lords are clever. It is in the spirit of the game to reward your players for being clever too,



just so long as they are displaying knowledge that their character would realistically know and, more importantly, everyone is having fun!

If you want to challenge clever players, than find a way to deepen the mystery surrounding the events you set before them. The Time Lord player may recognize that they are caught in a Chronic Hysteresis, know the remedy for it, and even quickly defuse it, but was it a natural occurence? And if not, who could possibly have had the power to create it? And why did they target the Time Lord? Many times it is best to use rules in this book as story hooks instead of the central challenge to the story, as many of the adventure seeds given in the next few chapters will show.

THERE IS MORE IN HEAVEN AND EARTH...

There is a good deal of information in the first few chapters that is misleading or left out altogether. This is intentional in order to provide a sense of mystery for some of the more esoteric subjects.

Because of this, you should treat all the information in this half of the book as superior to that presented in the first half and keep it safe from prying player's eyes. This is particularly true of the secret Time Lord histories revealed in ***Chapter 7: Dark Secrets of the Time Lords.***

One way to make sure the players only get the information you want them to have is to purchase the ***TTC Player's Guide PDF*** and make that available to them via a tablet or smartphone device at the table. This is a cheaper, electronic alternative to the full book that covers chapters 1-5 only, allowing Time Lord players to access information quickly without your having to constantly hand your book back and forth.

Alternately, you could just keep the book out of their hands altogether and rely on Expert Cards (see pg.190) to provide them with the information they reqiure on a need to know basis.





7: DARK SECRETS OF THE TIME LORDS...



THE UNWRITTEN HISTORY

The history of the Time Lords found in ***Chapter 2: The Shining World of the Seven Systems*** is, for the most part, correct... as far as the High Council wants it to be.

There are, however, several small omissions and outright fabrications that were put in place to safeguard the reputation of Gallifrey and protect its citizens from dangerous knowledge that might damage their faith in the intellectual elite who rule their world. Cardinal Borusa once told the Doctor 'If heroes don't exist, it is necessary to invent them; good for public morale,' and considering the number of Time Lords who have gone renegade and used their powers for evil (Borusa included), it is little wonder that the official story is as much mythology as it is history.

This section will correct some of the errors and reveal some of the omissions from the ***Chapter 2*** overview of Gallifreyan history. Player character Time Lords should not be allowed to read this section, as they will only know the 'official' version of Gallifreyan history. If they have taken the High Office Time Lord Trait (see pg.34), however, they may access some of this knowledge by making successful Knowledge rolls (at your discretion, of course).

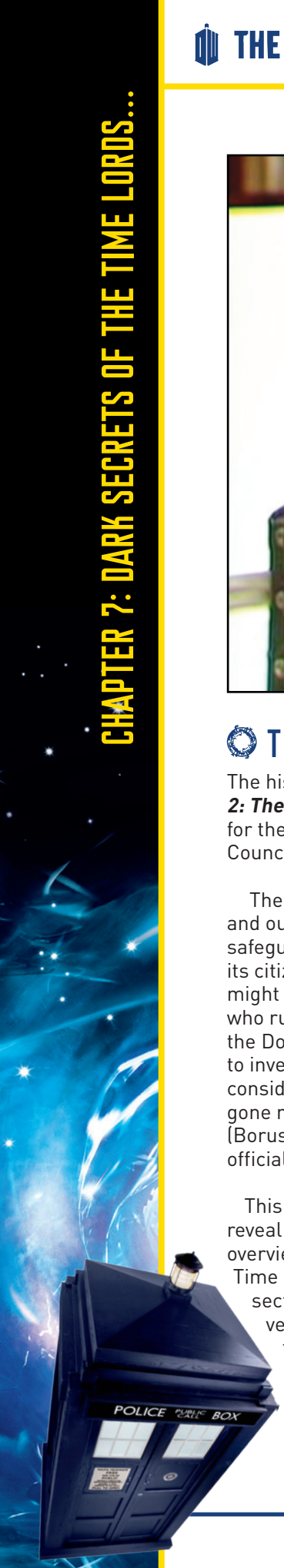
RASSILON THE TYRANT

While official history records that Rassilon was the shining hero and founder Time Lord civilization, the Black Scrolls of Rassilon (see pg.153) reveal shocking truths about the man behind the mythical figure.

Rassilon was far from the benevolent and enlightened ruler that the legends had made him out to be. He desired nothing less than to conquer time and remake Gallifreyan civilization in his image, and would sacrifice anyone or anything to achieve that goal. The Black Scrolls strongly suggest that Omega, without whose genius the first great time experiments would never have happened, was the greatest of these sacrifices, his 'accidental' death removing a potential rival for leadership of the Time Lords and leaving the way clear for Rassilon's rule.

During the Dark Times, Rassilon had been as arrogant and besotted with his own power as any other Time Lord. He tampered with forbidden knowledge, started the Games of Death and created the Time Scoop that would bring other species to the Death Zone to fight and die for his amusement and that of other power-drunk Time Lords.

It was true that Rassilon, in his later years, repented of his many earlier sins and eventually



set the Time Lords on the path of righteousness, but many of the most egregious errors and despotic acts of their past were guided by his own hand. And even in the end, he considered the survival of Gallifrey and the power of his civilization of such importance that he would sooner see time itself burn than to see a universe without the Time Lords.

His body lies in repose in the Death Zone, in the central Tower that bears his name, but none can be sure if he is truly dead or simply waiting for his children to call out for him and have him lead them to universal dominion once again. And after all these long eons, no one can predict what kind of a leader he would be: the enlightened president of legend or the ruthless tyrant who would sacrifice the universe itself to see his people reign supreme...

MORBIUS LIVES!!!

While the body of Morbius was publicly disintegrated before the Time Lords and a host of alien witnesses, no-one knew that the Time Lord tyrant had actually escaped his fate. One of the human members of his cult, Dr. Solon, had removed Morbius' brain prior to his execution and spirited it away in a crude life support jar that kept it functioning and even allowed the Time Lord to speak to his servant.

Hiding out on the planet Karn (right under the noses of the Sisterhood who had aided in Morbius' capture), Solon attempted to create a new body for his fallen lord, using the body parts from whatever random alien travellers crashed on the planet due to the Sisters' deadly psychic influence. His work was slow and Morbius, who was already a meglomaniac of the first order, started to go slowly mad, trapped in the insensate darkness of his mental prison.



The CIA suspected Solon, although they did not yet know the full extent of his plans or of Morbius' existence, and forced the Doctor's TARDIS down onto the planet to investigate his activities. Although Solon sought to use the Doctor's head as the final piece in the ghastly patchwork quilt that would be the tyrant's new body, the wily Time Lord avoided this fate and eventually convinced the Sisterhood that Morbius was alive and present in Solon's castle. The attack forced Solon to improvise, using a mechanical replacement for the head and installing the brain so that his master could walk again.

Morbius, his brain damaged by an accidental drop and a static discharge given off by his improvised brain-case during a mind bending contest with the Doctor, was reduced to an animal state. He went into a rampage, during which he killed Solon and was driven over a cliff by the Sisterhood. The brain was assumed destroyed after the incident, but there is always the possibility that one of his other Time Lord cult followers managed to escape detection, retrieve the damaged brain and is even now working to bring his master back from the dead.

Biodata Extract: Morbius

The original Biodata Extract for Morbius was destroyed shortly after his disintegration to prevent the possibility of anyone recreating his body for any purpose but, assuming his brain was saved from destruction on Karn, it is possible that the cells from that tissue could be used to recreate his physical form. As such, the information below represents a resurrected Morbius in the body he had as a Time Lord.

The lordly visage of the former president might be restored (or perhaps not depending on how he is resurrected), but underneath this comely countenance , Morbius Reborn is a raving meglomaniac and, after years of existence as a disembodied brain, fairly mad as well. He has an intense fear of enclosed and darkened spaces and an equally intense hatred of Time Lords, the Doctor in particular. Should he be returned to corporeal existence, his first priorities would be their elimination as well as that of the Sisterhood of Karn, who twice thwarted his plans and caused his death.

His existence as an utter dependent at the hands of Solon has made him fiercely independent, preferring to take important matters directly into his own hands and to distrust the advice and opinions of his followers. His enhanced arrogance will also lead him to reveal himself early on, especially in the presence of other Time Lords, as he wants them to know who it is they are facing and tremble in fear!

He treats his followers with callous disregard, striking them down at the slightest hint of incompetence and he trusts none of them, not even those who returned him to life. It is a testament to his former glory that the cult still exists, although it is much smaller and his forces are mostly made up of alien mercenaries looking to gain the secrets of time travel and immortality for themselves. Still, his core followers, driven to desperation and madness themselves after centuries of being hounded from one end of the universe to another, are fanatically devoted to their lord.

THE WAR CHIEF AND THE WAR LORDS

Not every Time Lord took the Morbius Rebellion as a cautionary tale. A few twisted and power hungry individuals saw in it, instead, a lesson in avoiding high profile egotistical schemes. They learned to hide their intentions in order to subtly take control from within.



MORBIUS



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

SKILLS

Athletics 3, Convince 6, Craft 3, Fighting 3, Knowledge 5, Marksman 2, Medicine 2, Science 5, Survival 5, Technology 5, Transport 4

TRAITS

Attractive, Boffin, Charming, Friends (Major, Cult of Morbius), Hypnosis (Special), Psychic, Telepathy, Time Lord, Time Traveller (All), Voice of Authourity, Bio-rythmic Control, Mind Lord, *Distinctive, Eccentric (Major), Impulsive, Obsession (Major, Conquer the Universe, Destroy the Doctor, The Time Lords and the Sisterhood of Karn), Phobia (Enclosed Spaces, Darkness), Wanted Renegade*

WEAPONS & EQUIPMENT

Staser — Special (see pg.149)

STORY POINTS: 7

TECH LEVEL: 10

REGENERATIONS USED: 0

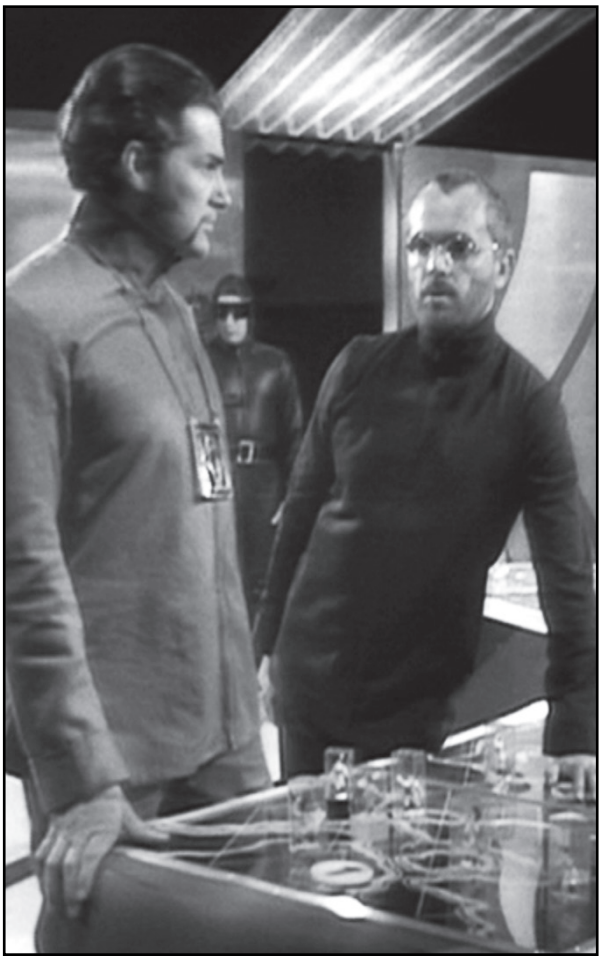
One such Time Lord was a renegade known as The War Chief. Instead of forming an army of his own and rampaging across the galaxy in a fit of hubris which would surely have brought down the full might of the Time Lord's wrath upon him, The War Chief saw a better position for himself as puppet-master and power behind the throne. With this goal in mind, he allied himself with a species who called themselves the War Lords and gave them limited time technology, in the form of primitive TARDIS like vehicles known as SIDRATs (see pg.204), with which to gather an army and conquer the universe.

The War Chief reasoned, based upon his people's extreme reluctance to intervene in the affairs of other species even when one of their own like Morbius was involved, that another species with no obvious ties to Gallifrey could go quite a long ways towards universal conquest without even peaking their interest. By the time he took direct control of the War Lord's armies and the Time Lords realized the full extent of his involvement, it would be too late for them to put up any meaningful resistance and he would be able to take his fleet of SIDRATS and invade Gallifrey itself.

Fortunately for Gallifrey, The War Chief didn't count on the interference of another renegade Time Lord. The Doctor had been on the run for centuries himself and was as keen to avoid the attention of the Time Lords as The War Chief. Unlike The War Chief, however, the Doctor saw it as his moral obligation to do anything in his power to stop the War Lord's plans, even if it meant contacting the Time Lords and risking his own capture to ask for their intervention.

And intervene the Time Lords did, although not publicly. The Time Lords chose to keep the veneer of impartiality and hide the actions of one of their own, by appointing a secret tribunal to put the War Lords and The Doctor on trial. The aliens were found guilty of temporal interference, possession of stolen time technology, war crimes against the peoples of Earth and the universe and sentenced, along with their world, to be Time Looped (see pg.72). The Doctor was found guilty of interference, but evidence of his efforts to fight evil were taken into account and his sentence reduced to forced regeneration and exile.

As for The War Chief, he was shot and left for dead by the War Lords when they discovered his



plans to turn on them and take control. The body was never recovered, however, so it is unclear whether or not the lethality of the shot killed him instantly, before he could regenerate, or if he managed to renew his body and then escape the grasp of the Time Lords in one of the rapidly deteriorating SIDRAT units.

After the trials, some highly placed Time Lords were worried by the fact that The War Chief had managed to get so far without their notice and it was only through the actions of another renegade that catastrophe was averted. In addition, the trial of the Doctor, in which he unflinchingly defended his interference in the affairs of other times and places, placed serious doubts into the minds of several of those who had arranged to have the whole affair swept under the temporal carpet. Serious enough in fact, that they not only gave the Doctor a lenient sentence, but exiled him to a planet where he would be most useful doing exactly what he had been put on trial for in the first place!

NEW TRAIT: EPICUREAN TASTES (MINOR GOOD)

The character has a sensitive mental and physical palette and appreciates the finer things in life, like good food, good drink, fashionable clothing and fine art.

Effect: The character gains a +2 bonus on any roll to judge the quality of luxury items. They also gain a +2 bonus to any roll to impress others with their sense of taste, assuming the targets are actually impressed by such things.

Biodata Extract: The War Chief

This Biodata Extract represents The War Chief at the time of his death at the hand of The War Lords. And while his Tailored Regeneration Trait means that he could conceivably look and act very similar in his new body, the Gamemaster should feel free to change any aspect of this profile or even to use the Regeneration Tables starting on pg.45 to generate the War Chief's new incarnation.

In his first incarnation, The War Chief was a handsome man of slightly Mongolian appearance, with tanned skin, black hair worn slicked back and an impeccably groomed fu-manchu mustache with matching sideburns. He had highly refined tastes, enjoyed the best food and wines, and always dressed in the most impressive clothes of whatever style was popular amongst the aliens he was working to manipulate and one was most likely to encounter him working from inside high society or the nobility.

The War Chief was cooler, more calculating and much more subtle than the average Time Lord villain. He was arrogant, but could be convincingly subservient to those in power and his preferred place was behind the scenes, manipulating leaders and advising them to do things which ultimately helped his schemes come to fruition.

THE RISE OF THE CELESTIAL INTERVENTION AGENCY

The Morbius Rebellion and the actions of the War Chief, convinced a number of Time Lords that Gallifrey could no longer exist in a bubble, especially when their own people could burst that bubble from within.

THE WAR CHIEF



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	7	STRENGTH	4

SKILLS

Athletics 1, Convince 3, Craft 3, Fighting 2, Knowledge 5, Marksman 1, Medicine 1, Science 3, Subterfuge 5, Survival 4, Technology 6, Transport 3

TRAITS

Boffin, Charming, Epicurean Tastes, Indomitable, Quick Reflexes, Tailored Regeneration, Technically Adept, Time Lord, Time Lord Engineer, Time Traveler (TL2,3,4,10), Voice of Authourity, *Selfish, Wanted Renegade*

WEAPONS & EQUIPMENT

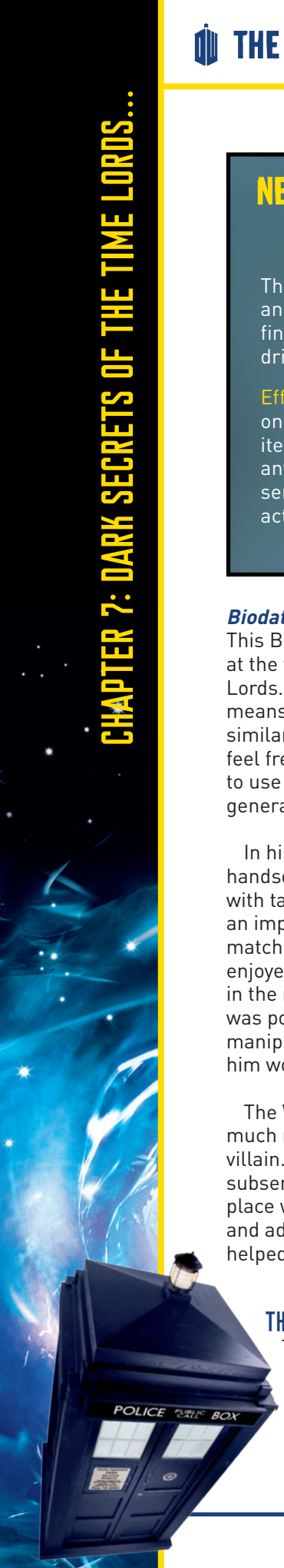
Sonic Blaster 4 / **L** / L

War Lord Monocle (Major Gadget): Hypnosis (Major)

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: 0



The center of the problem, some believed, was that the policy of Non-Intervention had been taken too far. They agreed with Morbius that inaction and apathy had drained the spirit out of their civilization, but in his example as well as that of the War Lords, Daleks and Sontarans, they also realized that the Time Lords had allowed the preventable deaths of billions of other innocent life-forms by their unwillingness to intervene in cosmic affairs. What was the point of being 'Guardians of Time and Space,' many asked, if you never so much as lifted a finger to protect either?

In order to prove their hypothesis, a new underground society was formed to experiment with limited intervention. Members of the society would arrange for unguarded TARDIS units to be 'borrowed' from time to time and used to actively intervene in situations that involved attacks on the timeline or innocent species. As the members became more skilled in their intervention efforts, the range and scope of these efforts increased and new methods were developed to maximize their efforts and minimize the temporal side-effects.

At first, the interventionist movement was small as it was considered dangerously recidivist and members were ruthlessly hunted down and prosecuted by the Chancellery Guard. Over time, however, it grew to include not only a large portion of the young Time Lord population but a number of older and more influential Time Lords as well. Eventually, even the Inner Council and the President saw the usefulness in being able to combat serious threats while still maintaining plausible deniability, and a few would secretly aid them even as they publicly condemned their activities.

In the end, the interventionist movement became a fully fledged shadow organization known as The Celestial Intervention Agency, an elite cadre of interventionists with members in all levels of Time Lord government. Their actions were still technically 'illegal,' and careless agents would face the most severe punishments if exposed and apprehended, but as long as they didn't get caught, Time Lord authorities would often turn a blind eye to their activities and blame any results on 'renegades' (who were often manipulated or flat out blackmailed into acting as agents for the CIA for that very purpose).

Although on the surface, the Time Lords were still perceived as dusty, ineffectual senators who remained neutral in the affairs of the universe, the birth of the CIA had ensured that they were once again active players on the cosmic stage and would remain so for as long as their civilization stood.

THE RELUCTANT AGENT

The Doctor's exile provided the CIA with a perfect cover for its intervention attempts centered around the Temporal Nexus Point of Sol 3 in Mutter's Spiral.

Earth, as it is known by its human inhabitants, was a crossroads of causality, its people such an integral part of so many other species timelines that any interference with their place in history could potentially unravel the entire web of time.

While the humans had proven incredibly resilient throughout their history, their increasingly bold strides into the wider universe around the period of 1960AD had started to draw attention to their world, which was rich in resources and potential. It was because of this that the Time Lords chose 1970's Earth as the place for the Doctor's exile.

The Doctor was the CIA's first (rather unwilling) field agent. His very presence on Earth put him on the frontlines against various entities and species that threatened the future of Earth and, in effect, the entire universe. His expertise and experience in dealing with alien life allowed Earth organizations to better understand and organize their resources to defend themselves in the future and his direct intervention saved the Earth on many occasions during his exile.

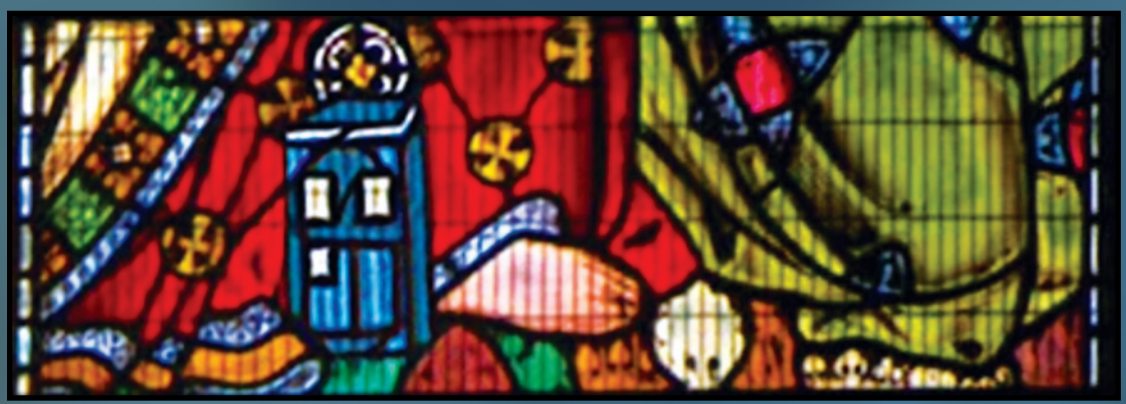


Time Lord scientist-philosophers studying the Doctor's intervention efforts on behalf of Earth began to question traditional theories on the development of Temporal Nexus Points as a natural progression of universal cause and effect. Some began to wonder where intervention to protect the timeline ended and interfering with the natural flow of future events began.

Was the Doctor, for example, actually keeping the future safe or had his exile actually created the future in which Earth would become such an integral part of the web of time? Would humans have been so influential in the universe if they had been allowed to fall to invaders or to the deprivations of their own natures? Had the incessant intervention on Earth's behalf elevated them to the status of Temporal Nexus Point at the expense of other worlds that enjoyed less attention on the part of the Time Lords, and in particular the Doctor for whom Earth was a second home? These questions gave rise to the Nexus Intervention Paradox Theory.

For most this was less a theory than it was a chicken and egg argument. Earth, for whatever reason, was an extremely important lynchpin in time and that made it worth protecting. It did highlight the extreme power of focused intervention efforts, however, and while it forced many in the CIA to approach future missions with more caution, there were others who saw within it a potential to reorder the universe for the good.

THE NEXUS INTERVENTION PARADOX THEORY



Just why is it that so many of the Doctor's travels inevitably bring him back to Earth? Well, if you follow the theory postulated above, it is clear that the more a Time Traveler interferes in a specific space-time locus, the more likely it is to become a Temporal Nexus Point (see pg.196). In game, this can be used as a convenient way to explain why the players are constantly finding themselves having to defend the Earth every other week.

For a Gamemaster who wishes to center a campaign on another world, the Nexus Intervention Paradox can also be used to give the players a greater sense of the lasting effect their interventions are having on the world in question. They may save the planet once and then move on, only to be drawn back to it with increasing regularity as their constant interference turns the place into a 'temporal beacon' that actually attracts more and more attention to the previously unknown world. The more spectacular and direct the intervention, the brighter the 'beacon' becomes. In the end, the PCs history may become as inextricably intertwined with the history of that alien world as The Doctor's is with Earth.

There is, of course, the possibility that the whole theory is actually a load of philosophical old rubbish and the players are no more responsible for the status of Temporal Nexus Points then they are for their own births. So don't feel required to keep a running tally of the number of times they've interfered on Ploticon III, just keep the theory handy for those times when you want to encourage the players to keep a low profile in order to avoid entangling their fates with that of a single world...



THE RETURN OF OMEGA

Whatever the temporal ramifications of the Doctor's exile on Earth, it proved to be fortuitous for the Time Lords when they found their inexhaustible source of energy suddenly draining away at a rapid rate, and with it, their power to travel in time or defend themselves from outside forces.

The source of this massive energy drain was a nearby black hole. Theoretically, nothing could exist beyond its event horizon, yet it became clear that some malign intelligence was at work after a super-luminescent beam emitted from the black hole deposited a strange anti-matter blob and several bizarre Gel-Creatures on Earth to hunt down the Doctor.

The Time Lords, besieged on Gallifrey, could do nothing to help themselves and were left with only the Doctor to act on their behalf. Fearing the consequences of failure, they used what little power they had to help him to help himself, quite literally in fact, by deliberately crossing his timelines and sending in his two previous incarnations.

The Three Doctors combined forces to track down the culprit, entering into the black hole itself and finding themselves in a realm created out of anti-matter by the legendary Time Lord Omega.

Omega was one of the greatest minds in Gallifreyan history and a contemporary of Rassilon himself. It was Omega who originally created the Stellar Manipulator (named The Hand of Omega in his honour) that turned a nearby star into the eternal source of Gallifreyan power. Unfortunately, he was consumed by his creation and thought lost forever, a fallen hero revered in Gallifreyan history for his part in the birth of the Time Lords. Or so it was believed.

In truth, Omega was trapped in a parallel universe of anti-matter. Over thousands of years Omega learned to control his un-universe by sheer force of will. He learned to create solid objects and, eventually, an entire realm out of the un-matter around him and populated it with living things. He was as a god in his universe, but it still was not enough. He could not create sentient life, and longed for contact with other, intelligent beings.

Eons of exile and loneliness preyed upon Omega's mind, driving him utterly mad with despair until the only things he could think of were escape and revenge against the people who had, in his mind, abandoned him to eternal suffering. In his madness, he found a way to reach into the universe of positive matter through a black hole similar in structure to the one powering Gallifrey. Over millennia, he practiced extending his will into the positive universe, first creating gates, then reaching out and eventually touching the Eye of Harmony itself. His plan was to rip the heart out of Time Lord civilization and then use that power to find a way out of his personal hell.

When the Doctors entered his realm, they found a blasted rocky landscape with no life. Omega had stretched himself too far in his attempt to conquer the material universe and could no longer maintain the thriving garden of Eden he had created out of nothingness. In fact, he could barely maintain any realm at all and this was a weakness the Doctors exploited, angering him and catching him off guard until their combined mental powers could challenge him and exhaust him.



The Second Doctor's recorder turned into the perfect weapon against Omega. All matter brought into the Anti-Matter universe had to be converted or it would cause a tremendous explosion as the matter and anti-matter particles collided. This small flute, however, had fallen into the TARDIS forcefield generator and escaped conversion. The Doctors offered this to Omega as the only true way to escape his plight: death.

Enraged, he knocked the forcefield generator out of their hands and, his will having been drained by his strenuous efforts and numerous mental conflicts with the Doctors, he was unable to contain the resulting detonation as the recorder hit the ground. All the material universe objects that had been stolen from Earth, including the TARDIS and the Doctors, were immediately returned to their rightful places as the black hole inverted into a supernova.

The Time Lords had survived and their power was restored, but they had been forced to break the First Law of Time and rely on the assistance of a known renegade in the process. Members of the CIA petitioned the Inner Council on the Doctor's behalf to have his exile lifted in recognition of his great service to Gallifrey. They succeeded and the Doctor was once again free to roam time and space. This was a good thing, in the CIA's opinion, as the Omega Incident had shown just how useful it was to have a free agent outside of Gallifrey to act as an 'ace in the hole' against future threats.

Biodata Extract: Omega

Omega has no corporeal body. He is a being of pure will and he must exert that will to affect the physical world. Whenever Omega takes an action that requires a roll and either Strength or Coordination, he must spend 1 Story Point for every 3 points he wants to add to that roll.

While Omega is probably the most intelligent Time Lord his race (or any other) has ever produced, he is also a being driven mad by eons of loneliness and intense abandonment issues. He deeply desires companionship but this is hampered by his massive mood shifts: he can be a gracious host one moment and a roaring tyrant with delusions of godhood the very next. It takes very little to set him off, especially if he feels that others are disrespectful or tediously stupid.

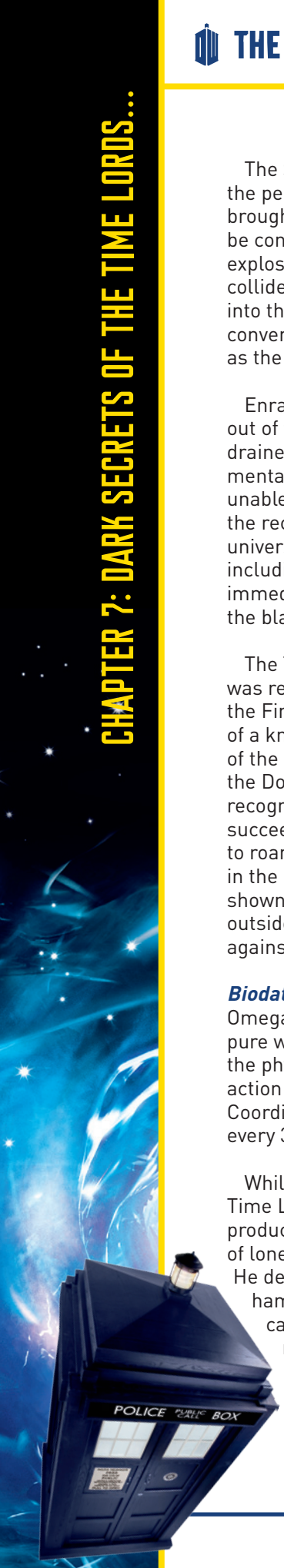
The basic realm in which Omega lives and the strange creatures that inhabit it are formed by his thoughts and desires and it takes an incredible effort of his will to maintain them. If he were ever freed from this arduous task his Resolve would double. Whenever Omega wants to make changes to this realm or exert his will outside of his realm during the adventure, he must make an extra effort to do so. In game, this is represented by the expenditure of Story Points to make it happen. The cost is variable based upon the severity of the extension of his will (see the box below for a few examples).

Any creatures 'summoned' are created using the same method as creating Player Characters, with the same number of points. Before an adventure featuring Omega, the Gamemaster should create a template for 2-3 of these creatures to drop in at a moment's notice. These vary from adventure to adventure based upon whatever Omega's immediate needs are at that time, so the players should never assume that they know what to expect when dealing with him.

If ever Omega's Story Point Total is reduced to 0, then his will is temporarily broken and his realm begins to collapse in on itself, forcing him to abandon his current schemes to keep it from being completely lost. Basically, if the players can get him to overextend his will, they can defeat him.

OMEGA'S FEATS OF WILL

FEAT	SP COST
Making minor changes to his realm, like creating walls, doors, lightning, etc	1
'Summoning' servants, like Gel Guards, or any other type of living, but non-sentient lifeform.	2
Converting an object or being from Matter to Anti-Matter and back during transit from one realm to another	1
Creating bridges into and out of his anti-matter realm	6



OMEGA



AWARENESS	3	PRESENCE	6
COORDINATION	*	RESOLVE	6
INGENUITY	12	STRENGTH	*

*Omega must spend Story Points to use these Attributes. See his description for more information.

SKILLS
Convince 3, Knowledge 6, Science 6 (Engineering), Survival 4, Technology 6

TRAITS
Boffin, Indomitable, Photographic Memory, Psychic, Reverse The Polarity of The Neutron Flow, Technically Adept, Voice of Authourity, Block Transfer Specialist, Mind Lord, Time Lord, Time Lord Engineer, Time Lord - Experienced, Time Traveller (all), Vortex Born, *Eccentric, Obsession (Major, Escape the Anti-Matter Universe), Selfish, Weakness (Major – Anti-Matter Ghost)*

WEAPONS & EQUIPMENT
Anti-matter Realm

STORY POINTS: 27 + 3d6

TECH LEVEL: 11

THE SHOT HEARD AROUND THE UNIVERSE

In the early years of their history the Daleks fought a continual war of conquest across the cosmos, killing and enslaving billions of innocent life forms in their quest to become supreme beings of the universe.

A routine CIA query of the APC Net revealed a possible future where the Daleks would, in fact, achieve that goal. Although it was only a single possible timeline, it was one the CIA deemed too potentially dangerous to be allowed to naturally progress.

It was decided, in secret, to attempt an intervention far greater in scope and causal effect then had ever been attempted before. The CIA would send an agent back in time to hamper the genesis of the Daleks, to weaken or destroy them before they could ever become a threat. The scale of the operation and the blatant violation of Time Lord Law that it entailed meant that the mission was kept secret from all but the most senior members of the CIA. It also meant that they would need an outside agent to actually complete the mission and ensure maximum deniability for the Time Lords involved. For this role they chose The Doctor.

Despite his best efforts, The Doctor failed to prevent the Dalek's creation or to convince their creator, Davros, to make them less ruthless. In fact, the best he could manage was to trap them in their underground bunker and delay their development by a millennia or so. The CIA, for their part, were disappointed with the results of the intervention attempt. They had delayed Dalek development, but only barely and at great risk. They theorized, in the end, that the Dalek presence was just too integral to the timelines of too many species to easily and safely eliminate and decided to focus their future efforts on more traditional opposition to Dalek plans.

What the CIA didn't realize, and wouldn't for many centuries, was that while they had eliminated the offending timeline they had replaced it with something far worse. Their intervention had bought the rest of the universe a bit of breathing room and slowed down Dalek expansion, but only by diverting Dalek attention towards Gallifrey itself and creating the catalyst for the greatest war in the history of the universe.



THE MASTER'S APPRENTICE

With ancient technologies protecting them from direct assault and the CIA secretly moving about the galaxy intervening in the timeline on their behalf, the Time Lords sat secure in their power and safe from any conceivable enemy. Unfortunately, they never considered that while they might be safe from the enemy without, they were extremely vulnerable to enemies within. That all changed with the return of the Master.

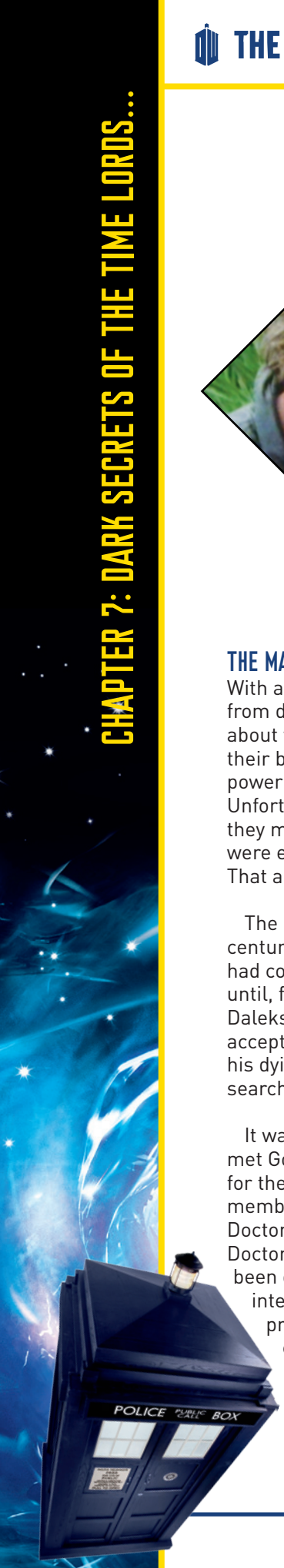
The Master had plagued space-time for many centuries, but his evil plans and nefarious deeds had cost him a number of his regenerations until, finally, after a disastrous alliance with the Daleks, he had run out of lives. Never one to accept defeat, the renegade managed to keep his dying body alive by sheer force of will as he searched desperately for a way to cheat death.

It was on the planet Tersurus that the Master met Goth, a brother Time Lord on a mission for the CIA. As one of the Time Lord Tribunal members who had judged and sentenced the Doctor to exile, Goth had taken to heart the Doctor's argument for interference and had been one of the founding members of the interventionist movement that eventually produced the CIA. Unlike his more conservative comrades, however, he recognized a vast potential in the Nexus Paradox Intervention Theory (see pg.140). He saw it as a pattern for the reordering of time on a universal scale and fully supported missions to eradicate or hamper evil species like the Daleks for the good of the universe.

These misguided intentions were the tools with which The Master would corrupt Goth and use him against his own people. The Master convinced Goth that all the rumours about him were fabrications of jealous minds and that they shared the same goal, to bring peace to the universe through controlled intervention. He also told him that he had re-discovered some of the greatest Time Lord secrets in his travels and researches. If he could just return to Gallifrey with Goth, they could work together to unlock those secrets, return the Time Lords to power and start a new age of benevolent rule over the universe, with Goth as Lord President. Goth, compelled by patriotism, personal ambition and the subtle but powerful mental dominance of The Master, complied and both of them returned to Gallifrey in secret.

The Master worked in the shadows, accessing the APC Net and studying the tomes and relics of ancient Gallifrey, confirming many of his theories. In turn, he also helped Goth's political career from the shadows, first to achieve power in the High Council, then a seat on Inner Council and finally the position of Chancellor. The Master aided Goth through any means he could, using a network of bribed or mentally dominated agents to set up rivals to be humiliated, blackmailed or even prosecuted. In the process, he also gradually and subtly twisted Goth's sentimental vision into something more selfish, much darker and far more useful to the Master's plans.

The change in Goth had not gone unnoticed by his elders. The President of the High Council had initially groomed Goth to take over his office, but the Chancellor's rapid rise in power and the growing ambition and ruthlessness he displayed in achieving his political goals had convinced the Lord President to name another successor instead. The Master, through his network of net taps and spies, soon discovered this and used the information to break Goth and turn him completely against his own people. Now that he had the Chancellor as his willing and faithful accomplice, he began the final phase of his true plan: to gain a new cycle of regenerations and destroy Gallifrey and the Doctor in the process.



The Master told Goth that the only way to achieve their dream now was for him to assassinate the President before the announcement of a successor. Goth, as the unopposed favourite, could then take his place. They lured the Doctor back to Gallifrey and arranged for him to be framed for the assassination, but the Doctor managed to frustrate their plans by delaying his execution through legal trickery (submitting his own candidacy for the Presidency) and then confronting Goth in the Matrix, revealing his part in the scheme.

The Master fatally injured Goth trying, and failing, to trap the Doctor in the Matrix, but he no longer needed the Chancellor. He had rediscovered the location and purpose of the Eye of Harmony and how to access and utilize it using the Presidential Symbols of Office. In the ensuing attempt to open up the Eye and absorb its power he almost destroyed Gallifrey and was only prevented from doing so by the actions of the Doctor.

The Master escaped, but had managed to at least stabilize his dying form with the powers of The Eye and the Sash of Rassilon. The Doctor was exonerated and 'encouraged' to leave Gallifrey immediately in order to maintain his freedom. Gallifrey, on the other hand, was in turmoil. The temporary release of energy from The Eye had shaken the entire planet to its foundations and had left half the capital city in ruins and a great many Gallifreyans dead or injured.

Faith in the ability of the Time Lords to rule and protect the people was equally shaken and the Inner Council feared further chaos should the people even suspect that a member of the High Council had brought them to the brink of destruction. To avoid any further erosion of public morale, they acted quickly to cover up Chancellor Goth's complicity, giving him the credit for the Doctor's heroic actions, and laying the blame for his death, the death of the President and the planet-wide devastation squarely on The Master alone.

The ploy worked, the growing unrest was quelled and rebuilding began. Still, it was now suspected by a few canny Time Lords that Gallifrey was no longer secure and the worst threats to the Time Lord's future wouldn't come from alien war-fleets, temporal marauders or any other outside force... they would come from other Time Lords.

Biodata Extract: The Master (Dying 13th Body)

This Bio-Data Extract represents the Master as he was during his attempt to steal the power of the Eye of Harmony. At this point in his timeline his body was withered and decaying, with only his great will and utter hatred of his people and the Doctor staving off final death.

The most dangerous renegade the Gallifreyan race ever produced, The Master plagued time and space for centuries. He was exceptionally brilliant, cunning and manipulative. A genius in several subjects, a Machiavellian strategist and a formidable hypnotist, he was also dangerously insane, sociopathic and bent on universal domination.

The Master's schemes were never minor. Even seemingly inconsequential actions, like taking up a position as a professor at a research university or taking control of a plastics factory, were but a small part of some grand plan for domination of space and time or, in his later years, attaining immortality. He often spent months or even years setting his plans into action and was as patient and subtle as he was megalomaniacal.



The Master would often ally with some of the most dangerous beings in the universe in order to further his plans, including The Nestene, Kronos the Chronovore, Azal the Daemon, and even the Daleks. He considered such allies beneath him, and this often led to him dangerously underestimating their power and intelligence. This ego-driven blindness often resulted in The Master having to turn on his allies before his schemes were brought to fruition, inadvertently foiling his own machinations in the process.

The Master had an ongoing obsession with the humiliation and destruction of the Doctor. The conflict between the two was legendary and rooted in a long history that went back to a close childhood friendship. That two such close friends would become such bitter foes was tragic, but it is the Master's obsession with the Doctor that has saved the universe on many occasions, as the mere presence of his nemesis would often cause him to disrupt his own plans in a vainglorious attempt to destroy his old enemy.

In his final natural incarnation, the Master was more ruthless and sadistic then one would care to imagine. He enjoyed inflicting pain and humiliation on his perceived enemies, through indirect means such as torturing friends and loved ones, or through more direct methods, like the use of the his signature weapon...

THE TISSUE COMPRESSION ELIMINATOR (2D6 / L / L)

This hideous device compresses the space between molecules, leaving a dense, miniaturized version of the target behind. A direct hit instantly kills living creatures and destroys complex mechanical or electrical circuitry but even a graze will cause massive amounts of damage.

The Master appreciates the terror caused by the tiny doll-like corpses of the victims killed by this weapon and often leaves them about as macabre calling cards for his enemies to find...



THE MASTER



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

SKILLS

Convince 5, Craft 2, Fighting 2, Knowledge 6, Marksman 3, Medicine 3, Science 4, Subterfuge 5, Survival 4, Technology 4, Transport 4.

TRAITS

Boffin, Charming, Hypnosis (Special), Indomitable, Percussive Maintenance, Photographic Memory, Reverse The Polarity of The Neutron Flow, Technically Adept, Voice of Authourity, Block Transfer Specialist, Time Lord, Time Lord Engineer, Time Lord - Experienced, Time Traveller (all), Tailored Regeneration, Vortex Born, *Adversary (The Doctor, The Daleks), Eccentric, Obsession (Major, Beat the Doctor, Control the Universe), Selfish, Wanted Renegade, Weakness (Minor - Gloating).*

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: 12

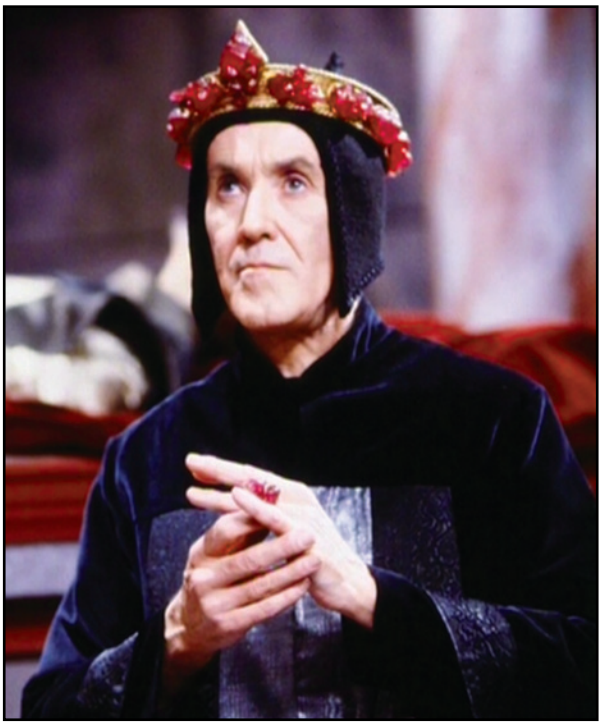
THE FALL OF BORUSA

Following the Vardan/Sontaran invasion of Gallifery (see pg.12), Gallifreyan society snapped out of its million year stupor and a new wave of interest in the ancient heritage of Gallifrey swept through the Time Lord ranks. Determined to fully realize their ancient potential, historical texts and archeological treasures were re-examined to find the truth behind the legends of the past as the ancient technologies formerly taken for granted were re-examined and the science behind them slowly recovered. It was an age of renaissance for the Time Lords, but rediscovery of Gallifrey's ancient glories also brought with it rediscovery of its ancient corruption.

After the invasion, the Doctor, now Lord President of Gallifrey, left to pursue his own self-interests once again leaving behind a power vacuum in the Time Lord hierarchy. As a political expedience until something more permanent could be done, his old teacher, Chancellor Borusa, was elevated to the position of 'Acting President' in his absence. Borusa, an incurable academic with little interest in Time Lord political manoeuvring, decided to use the vast resources and power of that office to aid his own research into Galllifrey's past.

Borusa's main area of research concerned the life and legend of the first and greatest of all Time Lords, Rassilon. His knowledge was such that he was considered the ultimate authority on all things concerning the subject but few realized just how much knowledge he truly had and how much he had kept hidden. His rediscovery of The Black Scrolls of Rassilon, a sort of personal diary containing forbidden secrets, hidden history and the unedited thoughts of the Father of Time Lord civilization, revealed shocking truths about the man behind the mythical figure.

Rassilon, it turned out, was far from the benevolent and enlightened ruler that the legends had made him out to be (see pg.134). His hubris and arrogance appalled the old Chancellor but his pioneering spirit, overwhelming passion and dedication to his people inspired a new respect in Borusa as well. Borusa understood the difficulties of leadership and rule over a people who lived for millennia and believed that with the lessons he had learned from Rassilon's own life, he was now in a position to lead them into the next stage of their evolution.



Unfortunately, as motivated as his people had become in the wake of recent events, the million year inertia of the status quo had become a massive impediment to the Lord President's designs. Younger Time Lords could be motivated towards the future, but the old guard were as resistant to change as ever, especially the sweeping reforms Borusa had in mind, and he would be long-dead before enough of *them* died off to allow for any new ideas to take hold.

Frustrated, Borusa came to the conclusion that the only way to motivate change in a society as long-lived as his would be to outlive them all and he turned towards the forbidden knowledge of the Black Scrolls which hinted at a way in which that might actually be possible. Following the clues left by Rassilon, Borusa eventually found the long lost control center for The Death Zone. He knew that deep in the center of the Zone, the Tomb of Rassilon held the final discovery of the Legendary Time Lord: the secret of Immortality. All he had to do was to play the Game of Rassilon and prove himself worthy of the gift.

In order to recover the secret without risking his own life, he turned towards the one Time Lord he knew was resourceful enough to gain access to the tomb: The Doctor. To ensure the Doctor's involvement and improve his odds of success, he used the Time Scoop to bring all of his previous

incarnations as well as past companions into the Death Zone. In accordance with the rules of the game, he was also compelled to bring in some of the Doctor's worst adversaries to challenge him.

Borusa's plans didn't go unnoticed, however. The use of the Time Scoop to remove the Doctor's various incarnations from space-time and cross their Timelines had created an enormous power drain on the Eye of Harmony and this alerted the Time Lords to the activation of the Death Zone. In desperation, the Inner Council unanimously voted, against Borusa's will, to use the Master to help the Doctor to uncover the culprit in exchange for a full pardon and a new, proper Time Lord body.

Borusa had to act quickly and unusually rashly to protect himself from their investigations, betraying the Master's presence to the Cybermen and having the Castellan framed and then conveniently shot while 'attempting to escape,' but in the end he achieved his goal. The Doctors penetrated the Tomb, lowered the forcefield and gave him direct transmat access to the final resting place of Rassilon himself. As he took the ring from Rassilon's hand and placed it on his own, he claimed immortality.

Unfortunately for Borusa, it turned out that he didn't know Rassilon as well as he thought. Rassilon was everything that the Black Scrolls revealed him to be, but in the end, he realized that nothing was eternal and that all things must eventually come to their end. He set the Game of Rassilon as a trap for those who would become tyrants over time and Borusa joined four other unfortunate Time Lords, who came for immortality before him, as eternal prisoners, ever-living but trapped in the form of stone friezes on Rassilon's sarcophagus.

The fate of Lord President Borusa was just the latest example of the how the power of the past could twist even the most steadfast and moral of Time Lords into a potential time-tyrant. One would have thought that, as had happened so many times before in their history, the Time Lords would recognize the great peril such knowledge and power could bring and temper the recovery of their heritage with the wisdom to know which parts of their past were better left undisturbed. It was not to be, however, and this time there would be no turning back.



LORDS OF TECHNOLOGY

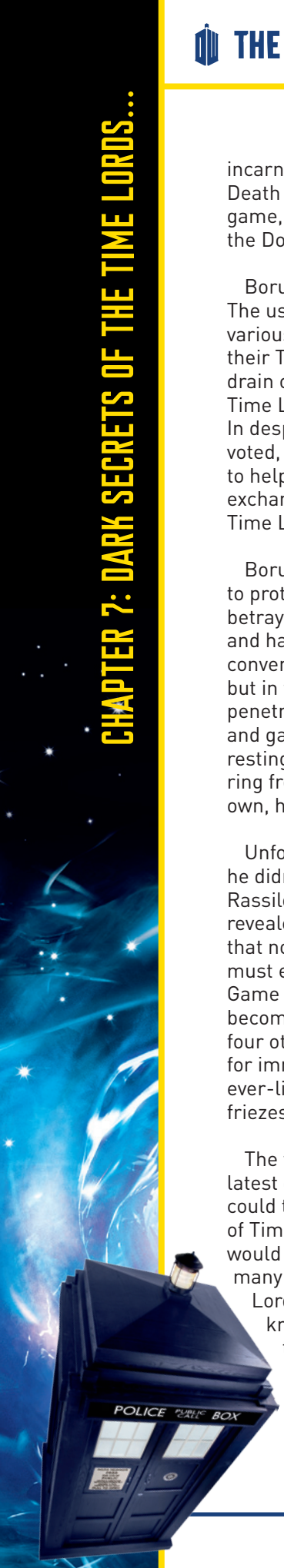
The Ancient Time Lords engineered an impressive amount of technology that is still unmatched by any other race in the universe. And while their descendents have lost a great deal of that technical skill, modern Gallifrey still maintains a level of technical sophistication that few can touch.The following technologies form the basis of Time Lord power on Gallifrey.

THE RASSILON IMPRIMATUR

Being a Time Lord meant more than simply having a good education, political power and a pompous title. The Rassilon Imprimatur actually changed the body of a Gallifreyan on a genetic level, force-evolving them from mere terrestrial beings into creatures of time, itself.

Many of the benefits from this are covered in the *Time Lord* Trait, but there are a host of other benefits as well, including bodily regeneration, the ability to symbiotically link to a TARDIS and the ability to survive for short periods in the Vortex without immediate dissolution (D6xResolve minutes, in game terms).

Most importantly of all, Time Lords are 'mapped' onto the Vortex by their genetic investiture. This means, in effect, that a Time Lord's 'reality' is much more solid than other,



more ephemeral beings, and as a consequence is that much harder to change or erase. Even taking earlier incarnations out of their respective timelines serves only to weaken a Time Lord rather than erase them outright, and the Blinovitch Limitation field around a time-knapped earlier incarnation (in game terms, an RTD field strength of 2, see pg.190 for more info) is so strong that it is very difficult to do any permanent harm to them. This gives a Time Lord time to locate the source of their problem and hopefully correct it before too much damage can be done to their permanent timeline.

STASERS S [S/S/S]

The standard issue weapon for the Chancellery Guard, the Staser (or 'Stun Laser') had two settings. The standard, low power setting for a Staser disrupted the target's nervous system in order to render them unconscious for 2D6x10 minutes.

The high powered setting destroyed living tissue and also disrupted the nervous system to inhibit a Time Lord's ability to regenerate, killing them instantly. When using this setting, the damage rating becomes L [6/**L**/L].

Stasers come in pistol and rifle forms, the latter adding a +1 to any roll to use them due to their extreme accuracy.

Staser fire is primarily designed to affect living tissue and is less effective against non-living material. When used against inanimate material, the damage from the high powered setting is reduced to 5 [2/**5**/7] for Staser Pistols and 6 [3/**6**/9] for Staser Rifles, while the low power setting has no effect at all.

GALLIFREYAN MIND PROBES

A mind probe sends high energy feedback into the brain to force the subject to reveal their secrets to the interrogator. Unlike primitive torture, a Mind Probe will eventually weaken a subject's mental ability to resist and after extensive use, they will tell everything they know, it's just a matter of how much brain damage they're willing to suffer before they do. Unfortunately, if the interrogator is a bit overenthusiastic and keeps turning up the intensity of the probe, the subject may end up brain dead whether they tell the truth or not.

A Mind Probe has 15 intensity levels. The subject must make a Resolve + Subterfuge test against a Difficulty of 12 + the Intensity Level of the Probe. On a Failure, the subject suffers 1 point of Resolve Damage. On a Bad Failure, they suffer D3 Resolve damage and 1 point of Ingenuity damage. On a Catastrophic Failure, their Resolve and Ingenuity are both reduced to 0. As soon as their Resolve hits 0, they will answer any question put to them truthfully to the best of their knowledge. Characters whose Ingenuity is reduced to -1 or less will end up brain dead.



GALLIFFERYAN PLANETARY DEFENSES

Gallifrey didn't rely on horribly beweaponed battle-fleets, fancy planetary defense batteries or any other direct offensive means to stave off invasion. Instead, they preferred to use passive defenses of such incredible power that they managed to protect Gallifrey for eons without fail before they were sabotaged by the Doctor during the Vardan/Sontaran invasion.

The Transduction Barrier

This ancient device bent space-time around Gallifrey in a manner that essentially locked it in its own space-time continuum. Direct transport to Gallifrey or through the space around it was only possible by use of a TARDIS or by following a homing signal provided by Gallifrey Space Control. Anyone else entering the Transduction area would find their paths diverted in much the same manner as the path of light is distorted by the extreme gravitational lensing of a black hole.

Time-aware species of TL 9 or greater could bypass the Transduction Barrier (which required a ship with vortex-travel capability and an Ingenuity + Transport roll at Difficulty 21) but even then, invasion wasn't completely assured because of Gallifrey's secondary defense system.

The Quantum Force Field

Should an enemy manage to bypass the Transduction Barrier that protected Gallifreyan space, they still had to get past the quantum force field that surrounded Gallifrey proper. This was easier said than done because any brute force application of energy to it caused a change in its quantum state, entangled the wave functions of the two energy signatures and strengthened the field itself. In layman's terms, the very act of trying to weaken and penetrate the field actually empowered it.

The only way through it was to bypass it completely and that could only be accomplished by Gallifreyan TARDIS units or vortex craft bearing the same quantum signature, although at least one species of energy beings, The Vardans, used outgoing Gallifreyan transmission beams to effectively bypass it as well.

The Quantum Force Field could not be 'turned off' as it was directly powered by the Eye of Harmony, although it could be modified, at great risk, to open up a small hole in its coverage area. This required an Ingenuity + Technology roll at Difficulty 30 to accomplish and a Disastrous Failure would result in the destruction of Gallifrey itself! Even an ordinary Failure would cause massive damage to The Great Citadel and the surrounding lands, so tampering with the machinery was a very bad idea, indeed.

THE APC NET

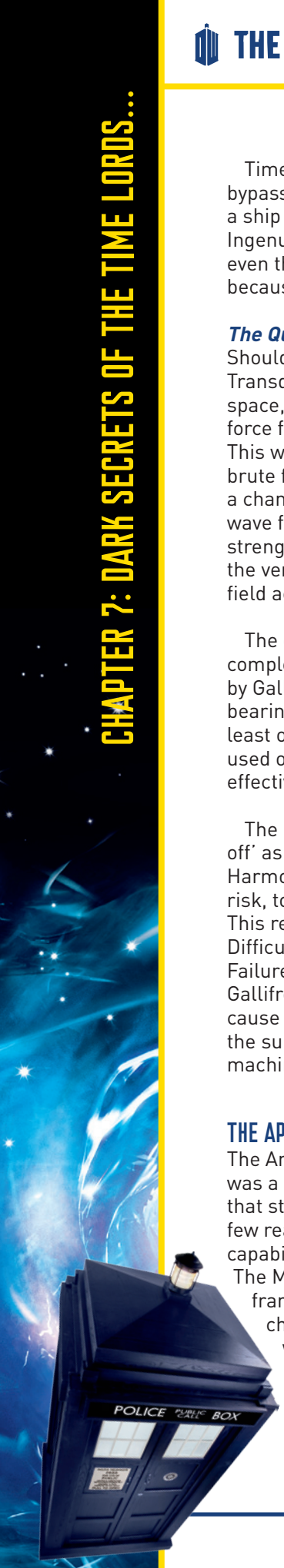
The Amplified Panatropic Computational Network was a technological legacy of the ancient times that still saw use on modern Gallifrey, although few really understood the true extent of its capabilities until well after the intervention of The Master. A supercomputer built out of a framework of trillions upon trillions of electro-chemical cells in a continuous matrix, it was, in effect, a large technological brain that served as the repository for all the knowledge and experience of the Time Lords.

The comparison of the APC Net to a living mind was not merely a convenient abstraction. The system actually contained the mental patterns of almost all of the Time Lords that had ever lived, each one having had their brains scanned and stored in the Net just before final death. As such, it was more than a mere machine and was capable of making outstanding intuitive leaps that were well beyond the reach of even the most sophisticated computers. This allowed it to make extremely accurate predictions of future events and that was one of its main functions.

The APC Net was generally accessible by most Time Lords as a computer system and database. Access to particular functions and records, like using it to extract timeline predictions or to retrieve Time Lord Biodata Extracts, were restricted to members of the High Council. Access to the most sensitive and forbidden knowledge, like the knowledge to build a Demat Gun or modify the Quantum Forcefield around Gallifrey, was restricted to the President himself. Such knowledge could only be accessed through the Crown of Rassilon and a massive force of will to push past the psychic barriers set up by the minds of past presidents to protect the darkest secrets of the Time Lords.

The person in charge of the maintenance and upkeep of The APC Net was known as the Coordinator. This office took on more importance after the rediscovery of the true capabilities of the APC Net and eventually, with the rediscovery of the Key of Rassilon and the Seventh Door,





the title changed to the much more important sounding Keeper of the Matrix. Theoretically, the Keeper was the only one with unfettered access to the machinery of the APC Net, and the Key of Rassilon was kept on their person to prevent misuse or sabotage. Unfortunately, forged keys could be created and the data streams from a multitude of linked TARDIS units could be tapped by those with a phenomenal grasp of mathematics and exitonic circuitry (such as the Master).

With the discovery of record alteration by renegade Time Lords and data theft by an alien race who actually managed to break into the APC Net from outside of Gallifrey, the Time Lords decided to depend less on its predictive faculties and to rely more on the prognostications of Visionaries (see pg.22) instead, although the APC Net still remained as the ultimate repository for Gallifreyan knowledge.

THE MATRIX

Perhaps the most fascinating aspect of the APC Net is the ability of living minds to enter into its computational Matrix and create virtual worlds within it. This capability was rediscovered by the Time Lords when the Doctor engaged Chancellor Goth in a mental duel in a virtual landscape Goth had developed by sheer will and the gradual expenditure of Artron Energy. While within the Matrix, anything could be as long as the mind inside had the will and energy to make it happen. It was extremely dangerous to enter such a dream-world without some degree of mental control, however. One's subconscious fears and nightmares could take on a life of their own and the psychosomatic shock of virtual death at the hands of one's own inner demons could kill as certainly as the real thing.

Entry into the virtual reality world of the Matrix requires a physical connection by way of mind interface. The initial surge of power that connects the brain to the Matrix causes a single point of damage to the 'dreamer' and this damage carries over into their virtual self. Once inside, all actions and reactions are handled using the normal rules, making rolls and taking damage just as one would in the real world. The largest difference is that characters can use Artron Energy, in the form of Story Points, to try and alter the reality of the virtual world around them by taking the following Actions:

Deny Reality (1 SP)
Basically, this allows the character to undo something that has occurred, from imagining a bullet wound away to turning a venomous snake into a plush toy, by making a Resolve + Convince roll at Difficulty 15.

Augment Reality (2 SP)
The character makes a small change to the environment of the Matrix, like finding a rope ladder dangling from a cliff, finding a passage in a dead end, or finding a small pond of fresh water, by making a Resolve + Convince roll at Difficulty 15.

THE SEVENTH DOOR



Using the Key of Rassilon (see pg.153) opens a physical portal into the Matrix through which characters and even TARDIS units can physically enter. All the same rules apply, except that any damage is as real as it would be outside the Matrix. Deny Reality can still be used to prevent damage, but once damage is caused, it cannot be undone. Physically leaving the Matrix again requires an Awareness + Convince roll at Difficulty 21 without the Key.

The basic form of the virtual world can be anything one can imagine and will typically take whatever form the subconscious mind desires. If another person has entered the Matrix and invested enough time and Artron Energy beforehand (the equivalent of 3 Story Points), however, the 'dreamer' might find themselves trapped in a nightmare world of someone else's choosing. In this case the 'creator' of the world has a few other actions they may utilize:

Enforce Reality (1 SP)
Whenever another character attempts to Deny Reality, the 'creator' of the world may cancel that action by spending the required Story Point and winning an Opposed Resolve + Convince roll against them.

Create Reality (0/1 SP)
The creator can create whatever items they need out of thin air, from a backpack to a biplane to a Horse in a Gasmask, by making a Resolve + Convince roll at Difficulty 12 for each one. These items disappear after the scene is resolved however. To permanently add them to the virtual world costs just one SP per item, no matter how large or small.



Once two minds are engaged in a Matrix conflict, both are locked into the dream world until the 'creator' mind, i.e. the first one into the Matrix or the one that invested 3 SP to establish it, withdraws, is rendered unconscious or is killed. Once this has occurred, any remaining characters must make a Resolve + Convince roll at Difficulty 15 to escape.

Being killed in the Matrix results in the brain death of the physical body in the real world. Damage to Strength and Coordination does not carry over into the real world, but all other damage does. Having the Matrix disconnected while the character's mind is still inside will cause 2D6 damage to the character from the shock of the sudden disconnection.



SYMBOLS OF POWER

The five items carried by the President, Chancellor and the Keeper of the Matrix were wondrous technological artefacts directly related to the very foundation of the Time Lord's great civilization. After millions of years, knowledge of the purpose of these items faded until they were considered largely symbolic. The Master's attempt to steal the power of The Eye of Harmony, however, revealed the true nature of these devices and they were carefully guarded to prevent future misuse after that.

The Crown Of Rassilon
This ornate, gilded and bejeweled crown was primarily a neural link that allowed the President direct access to the APC Net and the vast knowledge stored in the Matrix, including the memories and hidden secrets of all the Time Lord Presidents that went before. This provided the bearer with a Knowledge Skill of 12 and the Precognition Trait while they wore the crown.

The Crown was only allowed to be worn by the current President of Gallifrey, however, and any other living being donning it would be subjected to mental attack by the 'minds' of the former presidents. This was resolved as a Resolve roll against a Difficulty of 21 and the bearer took D6 points of damage for each level of Failure.

The Rod of Rassilon
This 3 metre black ebonite sceptre was the key to accessing the control obelisk for the Eye of Harmony, the source of the Time Lords' power located underneath the Panopticon. With access to the Control Obelisk, one had access to the infinite power of a captured black hole and all the possibilities and dangers that came with it, although use of it was a death sentence for anyone not wearing the Sash of Rassilon.

The Sash of Rassilon
A device so powerful the like of it will never be seen again in this universe, this metallic golden sash, when activated, could protect the bearer from anything up to and including the crushing gravity and radiation emissions from a black hole. Unfortunately, the Sash was damaged during the Master's assassination of a retiring Lord President and no living Time Lord had the skill to repair it, so this protection became erratic and would only last a short period (2D6x 10 rounds) before the artefact shorted out for a time (2D6 days).



The Sash also converted the energy of the Eye for other purposes as well. Again, damaged as it was, this function was relatively limited, serving as a gadget with every Gadget Trait and 12 Story Points when fully charged. It was so complex, however, that it required a Difficulty 27 Ingenuity + Technology roll to use.

The Great Key

The Time Lords had a great fondness for the imagery associated with keys. No other symbol so perfectly identified the Time Lords as powerful gatekeepers holding access to the secrets of the universe. This is reflected in their greatest artefact, The Great Key, whose location was known only to the Chancellor. With this key, a Time Lord could access the infinite and unadulterated power of the Eye of Harmony directly and use it to create the most deadly of temporal weapons or lock off entire sectors of space and time from the rest of the universe.

In effect, The Great Key had an infinite number of Story Points. These points could be used to power any gadget for as long as Gallifrey and the Eye of Harmony existed, but more importantly, they allowed for the construction of some of the most powerful weapons in the Time War: Demat Guns (see pg.154) and Time Locks (see pg.205).

The Key of Rassilon

Not to be confused with The Great Key, this small key, held by the Keeper of the Matrix, could open a physical doorway into the virtual reality world of the Matrix without all that tedious and rather dangerous mucking about with Mind Linkage Equipment. By making a Resolve + Technology roll at a Difficulty 21, the bearer of the Key could open up a physical doorway into the Matrix in any solid surface anywhere in space-time.

DARK RELICS OF DARK TIMES

Borusa recovered many lost artefacts that belonged to Rassilon during the Dark Times. He used the following ones in his scheme to retrieve Rassilon's ultimate secret from the Death Zone...

The Coronet of Rassilon

This golden circlet was encrusted with large stones that focused and amplified the Artron energy of the bearer, effectively doubling their Resolve score. It also allowed them to project their will and dominate the minds of other beings as though the wearer had the Special version of the Hypnosis Trait. The bearer of the Coronet could control a number of individuals equal to their Resolve simultaneously.

The Black Scrolls of Rassilon

These scrolls were made of a special black material that could hold and display vast amounts of information and yet still be rolled up and placed in a small ornate box. There were a number of these scrolls, each one devoted to a particular subject, including historical accounts, lost knowledge, forbidden technological secrets and the personal diaries of Rassilon himself.

If the scrolls were studied intensively, the reader gained a +2 to Knowledge with an Area of Expertise in 'Rassilon and The Dark Times.' The wealth of information concerning science and technology also provided the owner with the equivalent of a Gadget with the Skill (Craft 5, Science 5, Technology 5) Trait and 12 Story Points that could be used for Jiggery-Pokery .

After they were 'discovered' in the possession of the Castellan, in an attempt by Borusa to shift suspicion away from his schemes, they were apparently destroyed by a booby-trap. There was never any definitive proof that those scrolls were the actual article and not simply mock-ups to fool the Doctor and the Council, however, and it seems hardly likely that Borusa, an incurable historian and academic, would have destroyed such valuable and powerful artefacts from Gallifrey's ancient past.

The Death Zone Control Room

Perhaps Borusa's greatest discovery was the actual room used by Rassilon during his years as President of Gallifrey, which was being used as a tertiary storage area by the Time Lords who had no idea of its past significance. Borusa relocated his office immediately so that he could plumb the

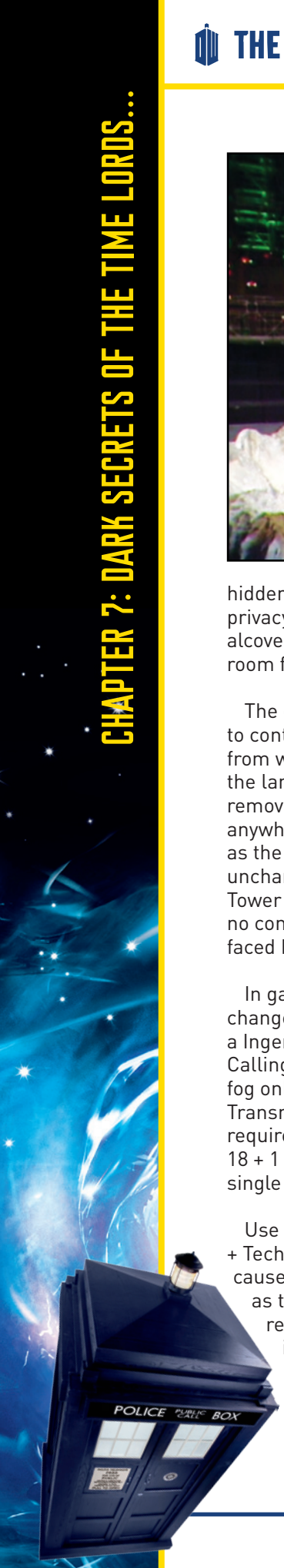


hidden secrets of the long forgotten chamber in privacy. His efforts eventually uncovered a hidden alcove behind which lay the long forgotten control room for the infamous Death Zone.

The controls in this room allowed a person to control every aspect of the Death Zone, from weather to the type and positioning of the landscape. Creatures could be completely removed from their time-streams and placed anywhere in the zone and then transmatted about as the controller desired. The only fixed and unchangeable aspect of The Zone was the central Tower of Rassilon, over which the controller had no control. Once players entered the Tower, they faced Rassilon himself.

In game terms, any use of the Control Room to change a physical feature of the Zone required a Ingenuity + Technology roll at Difficulty 21. Calling down simple effects, like lightning or fog only required a roll against Difficulty 18. Transmatting players about within the Zone required an Ingenuity + Transport roll at Difficulty 18 + 1 for each person/thing transmatted in a single trip.

Use of the Time Scoop required an Ingenuity + Technology roll at Difficulty 27 and each use caused a massive drain on the Eye of Harmony as the targets were completely and utterly removed from space-time. This drain was immediately noticeable by the Time Lords and would be a cause for great alarm and increased alert status, launching a massive internal investigation in the process (as Borusa found).



THE DEMAT GUN

This weapon was considered forbidden technology on Gallifrey from the moment it was created and the plans for it could only be found in the deepest recesses of the Matrix. The use of it was tantamount to a high crime in all but the most extreme circumstances, such as the invasion of Gallifrey itself, so it was rare that a President would even bother to look up the information necessary to construct one. And even if an acting President managed to find the information (a Difficulty 27 Awareness + Technology roll) and actually managed to build the thing (a Difficulty 30 Jiggery Pokery roll), it could only be powered by The Great Key, an object hidden from the Presidents of Gallifrey since time immemorial to prevent catastrophic abuses of power.

When fired the Demat Gun completely and totally removes a single target from time and space. The target never existed and never will exist for all intents and purposes. Even if someone attempted to go back and ensure the target did, in fact, come into being, they would find the Blinovitch Limitation Field surrounding the intervention attempt to be so strong that all their efforts would be practically doomed to failure from the outset.

The temporal shockwave from the weapon is so intense that it typically causes unconsciousness and memory loss for everyone in the vicinity of the target, including the bearer of the weapon itself if they are within range. The larger the object the larger the area of effect. Every being within the area of effect must make a Strength + Resolve roll against a Difficulty of 18. On a Success, they are knocked over, but otherwise unharmed. On a Failure they are knocked unconscious for D6 hours. On a Bad Failure they are knocked out for D6 Hours and lose all memories from the last D6 Days. On a Disastrous Failure, they go unconscious for D6 Days and suffer from full blown and total Amnesia for as long as the Gamemaster thinks it appropriate.

The Demat gun is ineffective against any target larger that a large building and its range is limited by the scattering of the Zed Neutrino beam that carries the temporal inversion wave to the target. In effect, you can't 'demat' a planet and there is a +3 Difficulty to hit for every full 90' of range to the target. Misses have to go somewhere, of course, so collateral damage

should always be of concern to the user lest they accidently eradicate some relative nobody who turns out to have a much greater impact on the timeline than their lowly appearance would suggest.

Basically, the only way that your average player character should be allowed access to a Demat Gun is in the most crucial and extraordinary circumstance and only as a weapon of last resort. A single well placed (or badly flubbed) shot from this weapon can totally eradicate whole timelines and send ripples through the vortex that can build into great tsunamis of temporal chaos. The Doctor's elimination of the Sontaran Commander Stor, for instance, also removed all of his soldiers from Gallifrey and his ship from orbit, as he never existed to lead those soldiers on that ship to Gallifrey in the first place. Players should fear the potential of this weapon and should be compelled to disassemble it immediately (and erase their memories of the plans just to be doubly certain) so that it doesn't fall into the wrong hands.

DEMAT GUN TEMPORAL SHOCKWAVE



SIZE	AREA OF EFFECT
Average Humanoid	D6x5 Yards
Large creature or vehicle	D6x10 Yards
Building	D6x100 Yards

WEAPONS OF THE TIME WAR

The Time War saw the creation and deployment of some of the most terrifying weapons in the history of the universe, both technological and biological. In their desperate bid to determine, once and for all, who would be the ultimate masters of time and space, the Time Lords and Daleks unleashed forces that nearly tore it apart.

From the Skaro Degradations to Black Hole Carriers, from the Nightmare Child to N-Forms, weapons from this period were responsible for destruction on a scale never seen before or since, the worst capable of wiping out millions of beings within a matter of seconds. Those that died and stayed dead were the lucky ones, however, as any of the more insidious devices and creatures doomed their victims to a literal hell of death and rebirth, dying horribly only to be brought back to suffer again and again and again.

The exact specifics of these weapons are not recorded, as many were erased from time itself during the war or had their secrets destroyed along with their respective races. Some may still be locked inside the impenetrable bubble of the Time Lock that contains that last great conflict, and retrieving them from there would be practically impossible... but not inconceivable.

As the Dalek Emperor hinted at, Dalek Caan further demonstrated, and the Time Lords themselves clearly confirmed, things can slip into and out of the Time Lock. True, it nearly destroyed the Emperor, it drove Caan stark raving mad, and it required the Time Lords to warp history and the mind of an innocent child, creating one of the greatest villains the universe has ever known, but it can be done.

WEAPONS OF UNIVERSAL DESTRUCTION

Weapons or creatures being released or escaping from the Time War should be reserved for the story-arc of an entire campaign series, and one of biblical proportions at that. The effects of it should be felt throughout most, if not all, of the adventures in the series and the resolution should cost the player characters dearly, possibly resulting in a Time Lord regenerating and potentially providing the catalyst for the formation of a Watcher (see pg.186).

There are several options for working Time War Weapons out of the Time Lock and into your campaign. The first and most obvious is to have a major villain of the right tech level (9+), and with knowledge of the war, find or force a way into the Time Lock and directly retrieve one of the weapons. Daleks would definitely qualify here, as would renegade Time Lords.

If you have another villain you prefer, like Sontarans or Cybermen, or even a villain of your own design with less than TL9 technology, another option is to have the walls around the Time Lock 'weaken' enough for a short time so that they can use their relatively limited tech and scant knowledge of the Time War to reach in and pull something out. The villain(s) should be at least time-aware (TL 7+), and they might not even know exactly what it is that they're going to get (sort of like reaching into aTemporal Cereal Box with an extremely deadly prize at the bottom).

And then there are the unsuspecting scientists working on extremely theoretical research that, in their blind pursuit of knowledge, accidentally and completely improbably release a boson beam, tachyon pulse or some other form of energy that penetrates the Time Lock and acts as a beacon for 'something' to return.

Finally, there is always the old ploy of having one of the weapons thrown clear of or escaping the Time Lock before the end. It might be lost in the Void (like the Genesis Ark), another dimension, or lie dormant and hidden on a planet like Earth, where it's malign influence ends up affecting the history of the planet for centuries or even millennia before being fully awakened by incautious archaeologists, curious scientists or diabolical cultists who worship it as a god (especially for weapons of a biological nature).

The final release of the weapon should occur gradually. Adventures based around it might focus on the villain trying to find the necessary resources to procure it, or the malign influence it has on its surroundings as it slowly awakens and moves the world (or possibly solar system, galaxy or even universe) towards Armageddon. The culmination of all this activity should occur in the final two or three adventures of the series, building up to a universe shattering climax.

Once the weapon is free, what would be the consequence of its release? Powerful villains like the Daleks or Time Lords might be able to control it for a time, but it's likely that it would be more than even they could handle. For the poor scientist or misinformed cultist that releases some tentacle faced monstrosity from the Time War onto an unsuspecting world, the outlook is much more grim. They will likely find themselves the first victim(s) of the object they have searched for or worshipped for so long.

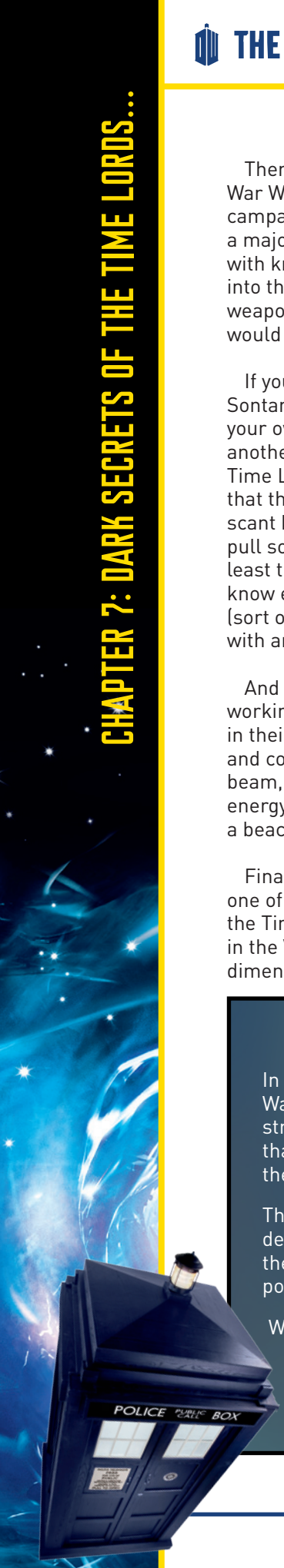
The best hope for the players is to cork the bottle before the temporal genie gets out. If they can't, and they end up having to stop it after it has attained full power...well, as we said, it should cost them dearly.

SERIES STORY ARC: THE KEY TO TIME WEAPONS

In this variation on our theme of using a single massively destructive weapon from the Time War as the center of a series story arc, we use multiple, less powerful weapons instead. The structure of this campaign is similar to the 'Key To Time' story arc, in that the players discover that several individual weapons have found their way out of the Time Lock and they must hunt them down and retrieve them before they can do any lasting harm.

The series consists of 13 episodes, with 6 two-part stories in which the characters have to deal with a single weapon, and a final season finale ending in which they find and deal with the force or forces behind the distribution of the weapons, along with one final weapon of power.

When designing weapons for the two part episodes, reduce the Story Points, Traits and build totals of Gadgets and Vehicles by half, and build creatures with a pool of 30 character points and 9 Story Points. The final weapon should be built as normal, but should also have a major weakness that the characters can discover and exploit (although not easily and only at great cost), possibly by combining the powers of the other six weapons...





BUILDING THE PERFECT WEAPON

Weapons from the Time War can be gadgets of immense temporal sophistication, like the Demat Gun; vehicles of such power a single one can take on a fleet of lesser craft , like Black Hole Carriers and Bowships; or terrifying creatures of sanity crushing power and profane appetites, like the Nightmare Child or the Skaro Degradations.

Whatever their form, they will all have the Vortex (Special) Trait by default, as befits weapons used in a Time War, and may all take Apocalyptic Traits, traits of such scope and power that they can seriously mess up the universe.

GADGETS

Time War Gadgets will have 18 Story Points and the equivalent in Gadget Traits.

VEHICLES

Time War Vehicles will have 24 Story Points, 12 points in Gadget Traits.

Time War vehicles are built using 100 points that can be spread between Armour, Hit Capacity and Speed as the GM likes.

CREATURES

Creatures from the Time War are built using a pool of 60 character points and 18 Story Points. They can take any character Trait, including Alien Traits.

APOCALYPTIC TRAITS

The following traits are restricted to weapons, devices, vehicles and creatures of ancient design, god-like power and terrible purpose.

HEART OF A BLACK STAR (Special)

By an amazing feat of Block Transfer Engineering, the device, vehicle or creature has a low mass singularity contained within it, powering it so that it might never flux nor wither. Its energy reserves and lifespan are, for all intents and purposes, eternal. Black Hole Carriers were the literal manifestation of this Trait during the Time War...

Effect: This Trait allows the weapon to not only power itself indefinitely, but to also power any other device, no matter what the power needs, using Story Points. Furthermore, any Story Points used will recover at the rate of 1 per scene.

This Trait reduces the weapon's Story Point Total by 6.

HYSTERESIS GENERATOR (Special)

The weapon is capable of causing massive warps in space-time that wrap in upon themselves, trapping those within the warp in a Chronic Hysteresis (see pg.191) like flies in amber, an eternal hell for time-aware species.

Effect: By expending Story Points, the weapon may create a Chronic Hysteresis using the Time Loop Gadget Trait rules found on pg.72 to determine its duration and area of effect (ignore the rest).

This Trait reduces the weapon's Story Point Total by 3.

IMMOVABLE OBJECT (Major)

The weapon is impervious to physical damage of any type, shrugging it off or recovering from it with amazing rapidity and maintaining its position even in the face of an exploding star. This might be due to quantum force-fields, a trans-dimensional nature or temporal facilities that 'turn back the clock' on damage.

Effect: The weapon can ignore all damage taken for an entire round by the expenditure of 1 Story Point. Furthermore, it will not be knocked back or otherwise shifted no matter how much damage it takes or ignores and will recover any damage taken at the rate of D6 points per turn.



INSIDIOUS (Major/Special)
The weapon is adept at infiltrating from within a specific dimension, from computer networks, to life-forms to weird stuff like shadows or light, the weapon can insert itself at will and try to take control from within. N-Forms were the primary example of this sort of weaponin the Time War.

Effect: The weapon has an affinity for infiltrating and taking control of one type of 'system.' This works as the Hypnosis (Special) Trait except that there is no defence against it outside of the target expending 1 Story Point to avoid the effects for the rest of the scene. They will have to pay this cost for every scene in which they remain in the area of control.

The weapon can possess and control more than one target at a time by expending Story Points. The use of 1 SP will allow the weapon to control up to 3D6 targetsof the appropriate type within line of sight.

The expenditure of 3 SP will allow it to control 3D6x10 targets within a mile. Expending 6 SP will allow it to control every appropriate target within a 3D6x10 miles. A massive 12 SP expenditure will allow the weapon to control every appropriate target within an area the size of England.

The only limitation to this Trait is that the weapon cannot 'regain' any Story Points that are being used for control (even if it possesses the *Heart of a Black Star*) until such time as that control is released.

The Special version of this Trait functions in the same way as the Major version, except there is no limitation on target types. Anything that is connected in a 'system' of any sort can be infiltrated and taken over. This reduces the weapon's Story Point total by 3.

MATRIX CHILD (Major)
The weapon embodies the totality of the Gallifreyan Matrix, either through a direct umbilical like connection to the original or through a memory that stores the entire data content of the APC Net in a block transfer neural network lattice that forms a transcendent computational dimension within it. It can draw others into this realm, forcing them to fight for their lives in the nightmare reality of a surreal world in which it makes the rules. Once there, few can escape it...



Effect: The Weapon has the Gadget Trait Skill (Knowledge 12) and can be used to pull a single target within line of sight into the Matrix (see the rules on pg.151). For every additional Story Point spent, another D6 individuals can be pulled into the Matrix.

Once in the Matrix, all rolls are based on the user of the weapon or the weapon itself (if it has the appropriate attributes). Story Points can be drawn from the weapon or the user.



WEAPONS OF MASS MUTATION

The Daleks originated mass mutation technology to try and enhance their soldiers, failed, and then decided to utilize it as a weapon to turn their enemies into mutants like themselves. They especially enjoyed turning biospheres on enemy worlds into savage gardens of random genetic deviation, and then plucking the most useful survivors out to serve in twisted mutant slave armies.



Like many weapons of great power but unpredictable nature, the Daleks soon lost control of their device. It ravaged many a world, including Skaro at one point, as the Daleks own battle-fleets became 'carriers' for the mutant plague. While they did manage to eventually contain the effects, the Daleks abandoned further research into the subject as they deemed it unnecessarily risky.

While the Daleks left mutator tech behind to pursue more direct methods, it is possible that some of the knowledge that served as the basis for it might have been stored in the Progenitor Devices that spawned the New Paradigm Daleks. It could be that they are working to duplicate and perfect the technology at this very moment...

MUTATOR (Major)

The weapon has a warping effect on biological matter, changing its DNA randomly, devolving here, evolving there and bringing vestigial traits, long ago lost, like tails or fins, back into prominence. The effect is completely random and can create super-predators as easily as it can reduce an entire species into puddles of protoplasmic goo.

Even worse, the DNA of the victims serve as a biological broadcast antenna for the weapon's effects, increasing its radius as it mutates more and more creatures.The Skaro Degradations were the twisted result of Mutator Tech...

Effect: Every complex multi-cellular organism (simple organisms are typically torn apart from the process) within 3D6 metersof the weapon must spend a Story Point or mutate.

Affected organisms must modify every one of their Attributes by D6-3 and gain or lose D6-3 Traits of the GM's choosing from any Trait in the game, including alien ones, without the need for any prerequisites. In addition they gain the Alien Appearance Trait.

For every Story Point the weapon expends, the radius of the mutation affect increases by D6, as a horde of plant and animal life succumbs to the mutation and helps it to broadcast its effects further afield. Complex intelligent life-forms amplify the field even further, multiplying the radius by the number of mutated sentient beings under its effects.

Example: *The folks of a small English village unearth a Mutator Weapon and accidentally activate it. It immediately mutates every being within 3D6 meters, snagging 5 humans and a host of plant and animal life in the process. The next day, the weapon, still active, emits another mutation pulse by spending a Story Point. This time its radius is 4D6x5 meters, snagging more life, including another 5 humans. The day after that it expands to 5D6x10 meters. A few more Story Points and the village will become the epicenter of a plague of mutation...*

PROBABILITY SHREDDER (Minor)

The four-dimensional nature of this weapon allows it to make minor adjustments to the past that create ripples which affect its present for good or ill, apparently granting the user (or the weapon itself) and their allies improbable levels of luck while enemies suffer the most catastrophic misfortune.

Effect: For every Story Point expended by the weapon. it can change the result of any and every roll made in a single round, by 1 Level of Success. Any roll by anyone or anything, not just the weapon or its user!

SANITY EATER (Major)
The very presence of this weapon is a blasphemy against nature that causes the mind to violently recoil, with only the strongest of wills able to resist a complete descent into madness, and only for a short time, at that. The Nightmare Child destroyed many minds in this manner during the Time War.

Effect: Any living creature within line of sight of this weapon must make a Difficulty 27 Resolve + Convince Roll every round or suffer D3 Resolve damage for every Level of Failure (Time Lords only suffer 1 point per Level of Failure).

Once Resolve is reduced to 0 or less, the character goes temporarily insane until D6 scenes after they leave the weapon's presence. Once driven to madness, they are under the total control of the GM until the end of that period.

Characters that go insane but recover before the end of the adventure gain a Major Bad Trait of the GM's choosing. Characters who do not recover before the end of the adventure are lost to madness permanently and become permanent NPCs, and possibly villains! Time Lords may regenerate to avoid permanent madness, but will still earn a Major Bad Trait which will follow them into their next incarnation.

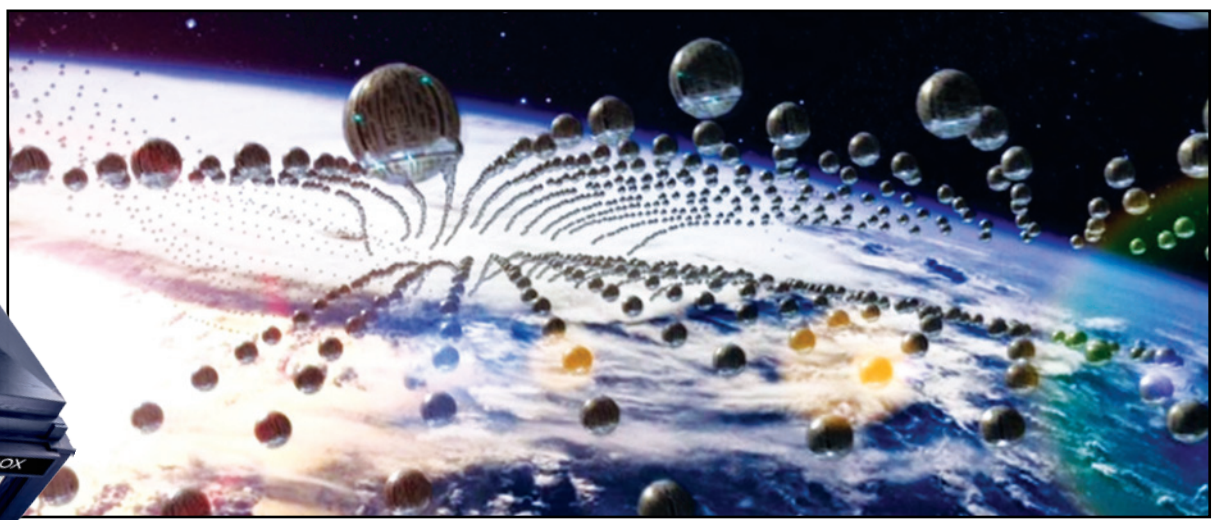
SUMMON HORDE (Special)
The weapon is capable of calling down hordes of minions seemingly out of nowhere. It might do this by opening up random holes across space-time, reaching in and grabbing out whatever forces it can find and dominate. It might be a dimensionally transcendental carrier ship that is only the size of a small squad carrier but actually contains a base with enough facilities and troops to invade a planet. Alternately, it might be a creature that carries internal spores that quickly germinate into hordes of ravenous beasts that are an extension of its hive mind. Whatever the case, it can quickly turn the odds overwhelmingly in its favor even against planetary sized forces.

Effect: The weapon may 'summon' 2D6+6 minions once per scene. These minions should be based on a template created using the normal character creation rules, but reducing their Story Point total to 0. Minions can be given whatever equipment the GM feels is appropriate. Minions can be given vehicles at a cost of 1 minion per 5 points of vehicle Hit Capacity (round up). So a car, with 12 HC would replace 3 minions.

For every 2 additional Story Points spent, multiply the number of minions summoned by a factor of ten. So for 6 Story Points, the weapon can summon 2D6+6 x1000, or up to 18,000 minions and for 12 can summon up to 18,000,000!

Summoning and mobilizing large numbers of minions requires a great deal of time and energy, however, so the GM should use their judgment, based on the type of delivery (is it a ship with a single door, for instance) to determine how quickly extra minions can be brought to the fore, and in cases of extremely large numbers of minions, should probably have them emerge in waves.

This Trait reduces the weapon's Story Point total by 3.







TIME EATER (Minor/Major/Special)
These weapons eat time, both future and past and the most powerful ones can even devour whole timelines, their targets literally ceasing to have ever been or to ever be. Many of them use this energy to power themselves, running on stolen years like a car runs on petrol.

Effect: As a Minor Trait, the weapon can spend a Story Point to create a peculiar sort of 'reverse' Stasis Field (see pg.66) known as a 'Time Web,' which will capture every target within a 2D6x100 meter radius. The targeted area is caught in a null-time field, but the field devours future time instead of diverting present time, feeding the stolen seconds to the weapon through a vortex link.

The field can last indefinitely, so long as the weapon does not recover the Story Points put into it (and outside interference doesn't shut it down), but once it has ended the targets within the area rapidly age, catching up with the world outside. If they have been in the field too long, they might end up dying and reverting to dust in a matter of moments.

As a Major Trait, the weapon can spend a Story Point to drain 2D6x10 years per round from every target within line of sight, instantly. Spread the temporal damage evenly amongst all available targets, so if there are 6 targets and it drains 60 years, each target loses ten years.

As a Special Trait, treat the Weapon as a Demat gun for all intents and purposes, which expends 1 Story Point per shot. This reduces the weapon's Story Point Total by 3.

TREACHEROUS (Special, Gadget Only)
The weapon is dangerous to handle, beyond even the level of danger normally associated with utilizing Time War Weaponry. It actively radiates baleful energies, feeds on the user, or otherwise causes massive damage to those who would dare to wield it.

Effect: Every time the weapon is used, the user (including the weapon itself, if it is a living organism) takes 2D6 damage that may only be avoided by spending a personal Story Point.

The weapon's Story Point total goes up by 3.

UNSTOPPABLE FORCE (Major)
The weapon emits a damaging force that cannot be countered by any known defence, due to its transdimensional, temporal and/or unstoppable destructive power. What it hits, it destroys...

Effect: By expending 1 Story Point, the weapon delivers an 'L' result that instantly destroys any target within a 3D6 meter radius, regardless of Attribute Levels, Hit Capacity, or Traits of any kind. It can expand the radius of the blast by a factor of 10 for every 2 additional Story Points spent, so for 7 Story Points (1 + 6 additional) the weapon could completely obliterate everything within a 18 kilometer radius, and for 13 Story Points, could wipe out everything within 18,000 kilometers, easily taking out a planet the size of Earth!

The weapon can even destroy an Immovable Object (see pg.157), but in doing so, the weapon will, itself, be wiped out in a massive energy backlash (which will destroy everything within D6 Astronomical units, as well).

BIO-DATA EXTRACTS: RENEGADES

This section contains pertinent information on a number of famous and infamous Time Lords that left Gallifrey before the Time War. How many of these errant Time Lords answered the call to return and defend Gallifrey is unknown. Some may well have used a Chameleon Arch or other technology to hide from the War or may have been lost in a parallel universe at the time of Gallifrey's destruction, so it is uncertain how many of them if any, survive.

DRAX

Drax was a lackluster student in a class that produced the largest crop of renegades in the entire history of The Academy, including the Doctor, The Master and The Rani. It is little wonder he decided to take to the life of a fugitive, as even his mediocre intelligence would seem superior to the primitives he associates with.

For the most part, Drax stayed under the radar, his ambitions limited to petty criminal activity on backwater worlds like Earth, where he was once incarcerated and picked up the grating cultural mannerisms of the Earth tribe known as 'Cockneys.'

His status as a Wanted Renegade came about due to interference in the affairs of the twin planets Atrios and Zeos. His construction of a war computer, known as Mentalis, led to a nuclear war between the two planets. This war was eventually halted by the destruction of the Mentalis computer and the actions of The Doctor. Whatever his intentions, Drax's prodigious technical skill mixed with his foolish, irresponsible behaviour was deemed a dangerous combination that threatened cosmic stability by the High Council.

Time Lords who encounter Drax should be wary of his charming and disarming personality. He may not resort to the extreme violence utilized by the other renegades on this list, but you can fully expect him to expertly sabotage or steal your TARDIS and leave you stranded and helpless in a remote time zone.

Adventure Seed: The Time Fiddle

The players receive a distress signal that appears to be coming from a 21st century Welsh prison. When they arrive they find that Drax has rigged up the signal using various stolen and bartered prison items which are arranged according to the non-technological technology principles of the Lammasteen so that the characters can 'spring him' from the 'nick' and help him to complete his 'mission.'

DRAX



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

SKILLS

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

TRAITS

Boffin, Charming, Doctorate (Engineering), Face In The Crowd, Percussive Maintenance, Reverse The Polarity of The Neutron Flow, Run For Your Life, Technically Adept, Time Lord, Time Traveller (TL 5 - 7), *Bottom of the Class (Special), Eccentric, Selfish, Wanted Renegade*

WEAPONS & EQUIPMENT

Whatever he can nick.

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: 1



Drax insists that he was incarcerated trying to 'retrieve' a strange temporal artefact in the form of a 'fiddle' that had washed up on Earth via the Cardiff Rift and ended up in a museum. He was only doing his duty as a Time Lord to remove the object before some poor soul whipped themselves off who knows where or caused massive temporal chaos, and asks the characters to help him get out of jail and retrieve the item.

The truth of the matter is that the 'fiddle' in this story is a very literal swindle. Drax is actually after another piece in the museum and he hopes to use the TARDIS crew as a distraction, getting them to steal a rare Stradivarius while he nips off and steals the true item of worth, which he plans to use to fix his broken down TARDIS so he can leave Earth.

THE MEDDLING MONK

The renegade known as The Monk is one of the worst types of renegade: a Time Lord with good intentions. During his Academy years, The Monk never quite understood the lessons the Time Lords had painfully learned about intervention. He believed that the situation with the Minyan people was a fluke, a failed experiment that needed to be repeated in order to bring the enlightenment of civilization to all the peoples of the universe. He truly believed that the experiences gathered over the millennia since that event would be more than enough to guide the High Council and prevent another such catastrophe from recurring.

Of course, this type of talk marked The Monk out as a troublemaker from the start and the Time Lords should have predicted his later actions. It wasn't long after he graduated from the Academy that he was assigned to an anthropological research group studying the primitive people's of Earth. At the first opportunity, he stole their TARDIS and left five fellow researchers stranded in a dangerous period of the Dark Ages.

The Monk travels the universe as a self-styled Prometheus, bringing technological fire to the primitive souls of the cosmos. He has little foresight into the changes his meddling might bring and his efforts often jeopardize the stability of critical Temporal Nexus Points. His plans range from the unsubtle, such as using anti-gravity units to help build Stonehenge, to the absurdly blunt, such as the use of Atomic Bazookas to change the fate of Harold II at the Battle of Hastings.

As dangerous as his activities are to the timeline, however, the Monk is fairly easy to locate and deal with. He will use the same disguise almost anywhere he goes, that of a friar or monk from the dark ages of Earth, even in incongruous settings like Ancient Egypt. He is also prone to leaving anachronistic clues to his presence lying about his lair or around his TARDIS. So if you find a hair-dryer lying around an abandoned monastery in 13th Century Seville, you've probably stumbled onto to him and can likely find his TARDIS by following the line of the power cord right to its front door.

THE MONK



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

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

TRAITS
Boffin, Charming, Face In The Crowd, Indomitable, Resourceful Pockets, Run For Your Life, Technically Adept, Tough, Voice of Authourity, Time Lord, Time Traveller (TL 1-3), *Eccentric, Obsession (Spread Technological Enlightenment), Selfish, Wanted Renegade*

WEAPONS & EQUIPMENT

Club	2 / **4** / 6

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: 3

Adventure Seed: Stop the Presses!
The characters pay a visit to the Library of Alexandria in 48 B.C., a few weeks before it will be burned to the ground by Caesar, and find it stocked with printed books! Clues at the scene lead them to several working printing presses in a print shop in the middle of the Alexandria.

The Monk has decided that the loss of the library was a great tragedy and has determined that the best way to save all of the writings stored within is to have the printing press invented a millennia and a half early to reproduce all of the library's contents. And he's not stopping with a single set of books: he's producing multiple copies and extra presses in order to spread the printed word across the ancient world!

Obviously this will cause massive problems with the timeline, leading to advancements in science and philosophy that will speed up human development to an absurd degree, so the characters must not only stop the presses, but stop the spread of knowledge that is already working its way to Rome...

THE RANI

Not all renegades choose to leave Gallifrey. The Rani was a brilliant biochemist with great potential, but a ruthless amoral streak as well. The results of her highly unethical experiments meant more to her than the pain, suffering and potential consequences they might have on others.

It was an unauthourized experiment to turn mice into giant carnivorous monsters that resulted in her status as renegade and exile. The beasts escaped her lab, ate the Lord President's cat and then took a large chunk of his leg before escaping into the infrastructure of the Citadel. It took a week and the entire Chancellery Guard to bring the creatures down, but not before they had caused untold damage. The Rani realized the Guard would be coming for her in short order and used the distraction caused by 'The Great Citadel Mouse Hunt' to steal a TARDIS and take her experiments out to the stars, far away from the 'moralizing fools' on Gallifrey.

The Rani has no real interest in universal conquest and would like nothing better than to be left alone to pursue her experiments. Unfortunately, her experiments typically involve inflicting horrific atrocities on other



THE RANI



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS
Athletics 3, Convince 3, Craft 1, Fighting 1, Knowledge 5, Marksman 2, Medicine 4, Science 4 (Biology, Chemistry), Subterfuge 4, Survival 2, Technology 3, Transport 3

TRAITS
Attractive, Biochemical Genius, Boffin, Indomitable, Reverse The Polarity of the Neutron Flow, Quick Reflexes, Technically Adept, Tough, Voice of Authourity, Doctorate (Biology, Chemistry), Time Lord, Time Traveller (TL 1-5), *Insatiable Curiosity, Obsession (Experimentation), Selfish, Wanted Renegade*

WEAPONS & EQUIPMENT
Mind Control Worms (Special Gadget): Hypnosis (Special), Weapon (4 / **L** /L)

STORY POINTS: 7

TECH LEVEL: 10

REGENERATIONS USED: 1

NEW TRAIT: BIO-CHEMICAL GENIUS (MAJOR GOOD)

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

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

sentient beings whom she considers no more worthy of concern than a lab rat or bacterium. And this is what makes her dangerous.

It was the Rani's experiments to increase the productivity of her enslaved minions on Miasimia Goria that led to a scheme to steal the chemical necessary for sleep from human brains. As a side effect, sleep deprived humans in the time zones she visited caused the Trojan War, the Luddite Uprisings, and in her largest theft, the Dark Ages.

She had no concern for the people of Earth or the effect that such meddling could have on a Temporal Nexus Point. Nothing outside of completing her experiments matters to her. She doesn't even care much for fellow Time Lords, seeing them as either interfering fools or interfering competition, neither of which she tolerates.

Adventure Seed: The 'X' Factor

An outbreak of mutation on 21st century Earth is resulting in humans exhibiting extraordinary 'gifts' (Alien and Psychic Traits) that set them apart from their fellow man, from advanced psychic powers to super strength, to the ability to fly and shoot laser beams from their eyes. Some turn their powers to 'good,' while others use their gifts for 'evil.' The characters materialize in the middle of a battle between these two groups which is currently ripping chunks out of the local New York scenery.

The mutation is not natural, or even present at birth. It is caused by a special 'super gene' engineered by the Rani and injected into the X chromosome of selected individuals to see the effects of random rapid mutation on the physiology, psychology and sociology of humans. So far, the subjects are showing increased aggression and a destabilizing effect on human society as their constant battles disrupt and displace entire populations.

The Rani is currently disguised as a well-respected, world-travelling genetic scientist for the UN science counsel, which has given her plenty of subjects to experiment on under the guise of 'checking for mutant genes.' Characters should quickly realize that everywhere she goes, new mutants spring up in her wake. They'll need the aid of the 'good' mutants to help put a stop to her scheme before civilization is torn apart...

ROMANA

Romanadvoratrelundar (shortend to Romana by the Doctor even though she would have preferred to have been called 'Fred') was assigned by the White Guardian to assist the Doctor in his search for the Key to Time.

As the mission was so vital it is no surprise that the Guardian picked the Time Lords' best and brightest. Romana graduated the Academy with a triple 1st and was an expert in temporal technology, physics and even advanced psychoanalysis. However, she was also painfully inexperienced in dealing with life outside the sheltered environment of Gallifrey. This naiveté combined with a Time Lord's natural arrogance often led her to underestimate dangerous situations, but luckily, her cool intelligence and icy charm often more than compensated.

The mental trauma she suffered at the hands of the Black Guardian's servant, The Shadow, encouraged her to regenerate and her new incarnation reflected the way her time with The Doctor had changed her. Romana's second incarnation was much less statuesque, with long blonde hair and a far lighter and more fun-loving demeanor than her first incarnation. What she lost in alluring glamour she gained in empathy and a friendly, girlish charm that could win over even the most untrusting aliens with a single smile. As a Time Lady, however, she could easily adopt a powerful air of authority when needed.

After completing her mission with the Doctor, Romana decided she was in no rush to return to Gallifrey and had hoped that the Time Lords would simply forget about her and let her remain in the TARDIS to continue exploring the universe. Unfortunately, the High Council did not forget and ordered her to return home. Once again inspired by The Doctor's example, she disobeyed them, choosing to go renegade, remaining in E-Space where even the Time Lords would find it difficult to reach her.

Adventure Seed: Universe of the Daleks

The characters receive a distress signal that is apparently emanating from a completely empty sector of space. Upon further investigation, the TARDIS is caught in and drawn through a Charged Vacuum Emboitment and into the pocket universe of E-Space!

The signal was sent by Romana, who is fighting a Dalek incursion into E-Space. Initially trapped by accident, The Daleks have established a foothold in the pocket universe and, due to its small size, are quickly expanding to take it over. Only the actions of Romana, a few fledgling empires and the fanatical survivors of worlds conquered by the Daleks, have kept them from completely overwhelming every living being in that universe, but it is a losing battle, and she knows it.

She has called for help to do the only thing possible: find a way to seal off the CVE and trap the Daleks in E-Space before they can use it as a fortified beachhead for the invasion of her home universe.

Romana's Return

At the end of the adventure, Romana may be trapped or even killed, but assuming she's not, she could return to her home universe to resume her travels. She might even be taken by one of the players as a character, although unless one of the players is also taking the role of The Doctor, she might be a bit more advanced than the current player characters.

Her reintroduction into the normal universe does pose some interesting questions for you, the Gamemaster, however. If your campaign takes place before the Time War, the Time Lords will want her to report in as soon as they find out she's returned, and may recall the player's TARDIS or send someone out to get her if she doesn't. This can lead to the CIA hounding her and the player characters across space-time (giving them the Wanted Fugitive Trait).

ROMANA



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	9	STRENGTH	2

SKILLS
Athletics 3, Convince 4, Craft 3, Fighting 1, Knowledge 4, Marksman 1, Medicine 2, Science (Temporal Physics, Psychoanalysis) 5, Subterfuge 3, Survival 1, Technology 5, Transport 3

TRAITS
Attractive, Bio-Rythmic Control, Boffin, Doctorate (Temporal Physics, Psychoanalysis), Psychic, Run For Your Life, Tailored Regeneration, Technically Adept, Time Lord, *Wanted Renegade*

WEAPONS & EQUIPMENT
Sonic Screwdriver (Major Gadget)

STORY POINTS: 8

TECH LEVEL: 10

REGENERATIONS USED: 1



If the campaign takes place after the Time War, she will be returning to a universe a great deal different from when she left it. How will the destruction of Gallifrey affect her and how will her return affect the Doctor? Will he lose his Last of My Kind Trait or will she, feeling the loss of her world for the first time, gain it instead?

And outside of that, what kind of person is she after her time in E-Space? Has the conflict with the Daleks made her bitter? Vengeful? Imperial? Does she still hold the same moral code as the Doctor, or will they shortly come into conflict over her lack of compassion and willingness to 'do whatever it takes...?'

THE MASTER REBORN (17TH INCARNATION)

After their encounter on Earth in turn of the millenium San Fransisco, the Doctor thought his lives-long enemy had finally met his end, but he didn't reckon on the desperation of the Time Lords, who were determined to win the Time War at any cost. Even if it meant bringing back one of the most dangerous criminals in Time Lord history.

It made a kind of sense: the Master, with his vast experience and utter ruthlessness was the perfect foil to pit against the Daleks; the ultimate time warrior. And in the beginning, he lead them to many great victories. But the Daleks gained ground and as they were poised to take the Cruciform, the Master, valuing own skin over the fate of his entire race, fled. Using his Chameleon Arch, he turned himself human and hid at the very end of the universe.

It was on the planet Malcassairo that the Doctor found the Master and his presence led to a chain of events that returned the mad renegade to his natural state. He celebrated his rebirth by killing his assistant, letting an army of cannibals into the human base and stealing the Doctor's TARDIS. Unfortunately for him, he was shot in the process and forced to regenerate, giving the Doctor time to fuse the controls on the TARDIS so that it couldn't travel anywhere except 21st century Earth and the year 100 Trillion.

Stranded in much the same way as the Doctor's third incarnation, the Master took as much advantage of the situation as he could, and prepared for the inevitable return of his arch-enemy.

Using The Master Reborn: The Rise of Harold Saxon

There is an 18 month period between the Master's arrival and the Doctor's return in which he manages to go from exiled alien to Prime Minister of England. This is ripe territory for a campaign in which the players may take the part of curious characters, like UNIT personnel or government workers, who have stumbled upon some nefarious plot that is paving the path for Harold Saxon's rise to power. They may or may not know Saxon is behind it, but their interference will certainly bring his attention down on them, forcing them to band together for mutual protection.

THE MASTER REBORN



AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	6
INGENUITY	10	STRENGTH	3

SKILLS

Athletics 2, Convince 5, Craft 2, Fighting 2, Knowledge 6, Marksman 3, Medicine 4, Science 5, Subterfuge 5, Survival 4, Technology 5, Transport 4

TRAITS

Boffin, Charming, Hypnosis (Special), Indomitable, Percussive Maintenance, Photographic Memory, Reverse The Polarity of The Neutron Flow, Technically Adept, Voice of Authourity, Block Transfer Specialist, Time Lord, Time Lord Engineer, Time Lord - Experienced, Time Traveller (all), Tailored Regeneration, Vortex Born, *Adversary (The Doctor, The Daleks), Eccentric, Impulsive, Obsession (Major - Beat the Doctor, Control the Universe), Selfish, Weakness (Minor - Sound of Drums)*

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: 1

In practice, this sort of campaign would be run like any number of conspiracy television programmes in which 'the truth is out there' and only our intrepid band of investogators are capable of finding it. No one will believe them, of course, so they must go behind the backs of friends, family and even their own government to find out what is really going on.

Each adventure would revolve around some new scheme that Saxon and his followers are concocting to further his grip on the Earth. From uncovering information on his fake past to discovering the true purpose behind the Archangel Network and trying to prevent its deployment. Of course, their efforts will only be delaying actions and Saxon will eventually take control of the whole Earth, giving the whole campaign a sense of foreboding that one normally only finds in games about tentacle faced Elder Things from other dimensions.

Using The Master Reborn: The Fall of Harold Saxon

As a continuation of the previous campaign, or a campaign on its own, the Gamemaster might allow the characters to become freedom fighters in the wake of the Toclafane Decimation. They could be working on their own or with Martha Jones to eventually overthrow Harold Saxon and free the Doctor.

Before they meet Martha Smith, the characters might start with petty acts of vandalism (like blowing up one of the hundred foot tall statues of Saxon dotted across the world), fighting his troops and trying to find a way to fight the Tolcafane while building up a resistance movement. After they meet Martha, their adventures would become much grander in scope, as they cross the globe in order to sabotage the construction of the Master's space fleet, find a way to help the Doctor access the Archangel network, and protect Martha as she spreads her secret message of hope to the rest of humanity.





8: LAST OF THE TIME LORDS...?



THERE WAS A WAR AND WE LOST

The Doctor beieves that he is the only survivor of the Time war, the last of the Time Lords, but we have already discussed ways in which you can get around this problem when introducing new Time Lord characters into your campaign (see ***Chapter 3: I Walk In Eternity***).

This chapter will expand upon those ideas, providing you with advice, stats and adventure seeds for running a campaign based around Gallifrey and a couple of new ways to include non-Time Lord Gallifreyan characters in your game no matter what period it is set in.

We will also be providing you with advice on judging regeneration and how to handle this most pivotal event in the life of a Time Lord.

Finally, we'll look at Watchers in the game: what they are, when they might appear and how the GM can use them to portend a dramatic end for the Time Lord's present incarnation.

THE GALLIFREY CHRONICLES

If you want to be able to freely use Time Lords, not only as characters but as potential foes or allies, then it might be a good idea to set your campaign before the Time War. All you have to do is decide what period to set it in.

ANCIENT GALLIFREY

This campaign setting has great variety, as it encompasses the rise of the Gallifreyans during the wars for universal primacy as well as the quest for time travel, the Dark Times, and the Minyan incident that leads to the adoption of a non-interference policy for many eons. It is also going to be the hardest campaign to run, as details of the Time Lord's distant beginnings are shrouded in myth and legend, leaving the Gamemaster to make things up pretty much whole cloth. More importantly, the power and hubris of the races from that time will make for a darker and much more dangerous campaign, which is far removed from the Doctor's typical adventures in both setting and tone.

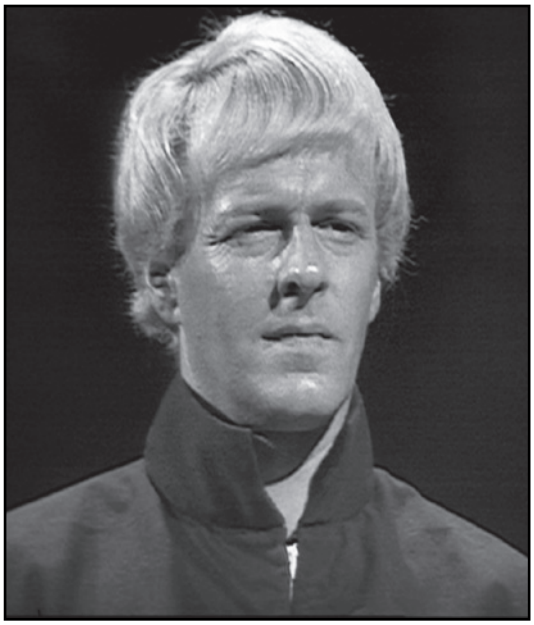


THE MORBIUS REBELLION

This is probably as far back as you should set your campaign as it is the earliest period in which a Time Lord could realistically become involved in universal affairs without your characters having to rub shoulders with Rassilon and his lot (see above). Up to this point, Gallifrey had remained cloistered from the rest of the universe for eons and this makes the characters pioneers of sorts, taking their first tentative steps into a cosmos that no Gallifreyan has set foot into for a million years.

This is also a time of great turmoil and upheaval in Gallifreyan Society as Morbius inspires a whole generation of Time Lords to throw off the shackles of non-intervention and follow him out into the cosmos to conquer all. The PCs could be Time Lords, pulled together in a temporary war-time organization similar to the OSS, sent out to stop Morbius and prevent his invasion of Gallifrey. At the end of the campaign, if the PCs survive, they may even go on to become founding members of the CIA.

Alternately, the PCs could be members of the Cult of Morbius, seeing the Time Lord as a visionary but blinded to his ambitions and arrogance. A whole campaign could be based around their slowly finding out the truth as he sends them on increasingly questionable missions. Eventually, they may turn on him, or, when the Time Lords finally defeat and capture him, they might flee into the universe to hide from the wrath of their people and possibly even try to bring their leader back to life.



THE RISE OF THE CIA

This setting covers the period after the Doctor's first Trial but before the Master's attempt to destroy Gallifrey. During this period, the Time Lords have yet to rediscover the true power behind their ancient heritage and will be unaware of the Eye of Harmony and the true purpose behind many important artefacts, including the Matrix and the Presidential Symbols of Office.

The Time Lords themselves are a humourless bunch on the whole and very keen on order, so a renegade that wishes to retain their freedom will stay as far from Gallifrey as possible, otherwise they might find themselves caught and punished for unauthourized use of a TTC or worse. On the other hand, the Time Lords are also rather unconcerned with the rest of the universe and most Renegades will find a great deal more freedom to move about and act during this period without fear of constant harassment by the High Council.

Campaigns will follow the standard Doctor Who formula in this setting, but with the added complication of the CIA testing their wings and occasionally roping the characters into completing various tasks for them as the 'price' for their freedom. If the Time Lord character is a wanted renegade, then they might find the CIA dogging their every footstep and trying to capture them instead.

Alternately. characters may be CIA Agents engaged in the shadow world of Gallifreyan politics, trying to carry out secret missions for their mysterious superiors while trying to avoid being caught nicking a TARDIS from the repair bay for a vital intervention attempt. Remember that the CIA during this period is still a largely underground organization and Intervention groups will be cells who get their orders through secret coded messages without ever seeing the faces of their superiors or knowing who is sympathetic to their cause. This is a good setup for a single Time Lord or multiple Time Lord characters, although the law against bringing aliens to Gallifrey means that non-Gallifreyan characters will have a harder time fitting into this type of campaign.



THE GALLIFREYAN RENAISSANCE

A campaign set after the Master's attempt to destroy Gallifrey, but before the Ravalox Affair is much like the previous time period, except that a new interest in recovering past glories has lead to the rediscovery of many ancient secrets and reawakened the Time Lord's interest in the affairs of other species.

The CIA is a much more 'open' secret and actively functions as the secret service arm of the Inner Council. 'Mysterious Superiors' have been replaced with a CIA Coordinator answering to the Chancellor and doling out marching orders to his agents as needed, cushioning the President and the rest of the High Council with a comfortable layer of 'plausible deniability.' There are plenty of opportunities for CIA based stories except now the players have more resources and less risk of being arrested for using them, like a permanent TARDIS and a cover assignment that allows them to take it whenever necessary.

After the Vardan/Sontaran Invasion, the presence of Leela in the Capitol means that the presence of other non-Gallifreyan characters will be easier to justify for campaigns set during this period, as well.

THE TEMPORAL COLD-WAR

Set after the Ravalox Affair, the Temporal Cold-War covers the period leading up to the Gallifrey's last and greatest war, with the Time Lords during this period actively engaging the Daleks in small scale espionage and guerilla actions in order to set the parameters for that epic conflict.

The previous centuries have seen the return of the technological and scientific might of Gallifrey, and while they have not yet become so desperate that they consider biological nightmares and weapons of universal destruction as justifiable, they have started to arm their TARDIS units and Time Lord agents with weapons.

The need for agents means that the standards for attaining the status of Time Lord are being lowered and the educational process sped up. Lower grades receive basic temporal and even TARDIS flight training in order to create a new breed of Time Soldier to serve in the CIA. Many are drawn to this opportunity as heroic service can earn them the Rassilon Imprimatur and the title of Time Lord without the centuries of training and testing that are normally required.

Adventures during this period would be very similar to cold-war era covert ops scenarios, but with time itself as a hostage, weapon or goal. Character groups could be a mix of Time Lords and Gallifreyan Time Soldiers (use the Gallifreyan PC Package on pg.28 and allow them to take the Vortex Trait) along with any other alien species the CIA might deem useful for the mission at hand. The most likely opponents will be the Daleks, of course, but missions could frequently involve lesser species being used as pawns or patsies, or even Sontarans looking to get involved in the greatest conflict in the history of the universe.

Renegades will probably be 'convinced' to do a lot of work for the CIA during this period, and the High Council won't think twice about whipping recalcitrant Time Lords out of time and space so fast that their heads spin. There is a very strong 'for us or against us' vibe on Gallifrey during the temporal cold-war and refusing to pitch in is not an option. On the upside, however, a useful renegade will have access to greater resources and, if they're really good, they might even get their TARDIS upgraded. They'll have to work really, *really* hard for it, though...



TEMPORAL COLD WAR STORY ARC: SAVING AGENT RYANN...

The Temporal Cold War is in full swing and the players are given a mission that comes straight down from the Lord President himself: find a CIA Agent who has been lost in the western spiral arm of Mutter's Spiral and bring him back alive. The players are given no specifics, just the unenviable task of tracking down a single, green Time Lord field agent in an area one quarter the size of the galaxy.

What they don't know is this: Ryann is a temporal anomaly who, for some unknown reason, was never actually born! A recent biodata request by the High Council accidentally stumbled upon this fact and the Time Lords fear the possibility that he is the first victim of some new, devastating time weapon. Worse, he might even *be* some new type of weapon!

After being given this seemingly pointless mission, the players will soon find out that they aren't the only ones looking for the lost Time Lord, and that the Daleks are searching for him as well. This will lead to a series of adventures in which the players jump from world to world, following clues to find Ryann, with the Daleks in hot pursuit.

Towards the end, as they get closer to their quarry, they will start to find several worlds 'devolved' into lifeless rocks, the timelines of all the life forms on them having been eaten by something altogether horrible. In the second half of the campaign, when they finally home in on Ryann, they'll meet that something horrible as it tries to devour the very planet he's standing on!

The creature is a secret experiment, the first living weapon of the coming Time War, created by a cabal of warlike Time Lords who released it to wipe out the Daleks and become heroes of Gallifrey. Ryann's father, a prominent High Councillor, discovered the plot and, before he could stop it, he became the creature's first victim. Unfortunately, the creature, as a prototype, has found the timeline of a Time Lord to be a source of great indigestion and, although it has digested enough of it to eradicate all of Ryann's older brothers from time, the remaining 'grisly bits' are stuck in its temporal craw. It now seeks to consume Ryann and anything or anyone who has interacted with him, however tangentially, to remedy that situation.

So far Ryann, despite remaining ignorant of the creature and the fate of his family, has managed to avoid his impending doom. This is in part because he leaves each planet just before it arrives, seeking to stay one step ahead of a persistent squad of Daleks who seem to be terribly interested in him for reasons he has not yet ascertained.

The Daleks, for their part, have lost a world to the creature already and their interest in Ryann stems from his being the center of a temporal disturbance they detected just before that event occured. They fear some super weapon being developed by the Time Lords and are seeking to experiment on Ryann to find out what it is and what can be done to stop it.

The finale of the series should see the characters returning home with Ryann, thinking themselves safe. They will be surprised, however, to see the creature follow them right through the Transduction Barrier and the Quantum Foce-field and begin to attempt to devour Gallifrey, itself! This proves its origin is Gallifreyan and they must find out who did it and how to stop it!

The main recurring enemies for this campaign are a Dalek Extraction Squad travelling in a DARDIS (see pg.204) for maximum stealth, and the creature. The creature should be a minor weapon (see pg.157), built using half the points, and possessing only a single Apocalyptic Trait: Time Eater (Major), but with the ability to devour life across a whole planet at 2D6x10 years per round.

Whether or not Ryann's father can be saved is up to the GM. If he is, all of Ryann's family will return to existence and they will live happily ever after (or at least until the Doctor destroys Gallifrey). If not, then the Time Lords will stabilize Ryann, who will become an anomaly very similar to Captain Jack Harkness, and his 'wrongness' will eventually drive him from Gallifrey and towards an uncertain fate...

THE TIME WAR

Like campaigns set during the period of Ancient Gallifrey, the Time War will require a lot of creative jiggery-pokery on the part of the GM, as there are few facts known about it. It started, there was a period in the middle where the Time Lords became as ruthless as the Daleks, and the whole thing ended with the biggest bang in history since the first one. What happened in between those bits will be up to you.

There are a lot of advantages to playing in this period, however. First and foremost, the players will see Gallifrey on the verge of recovering its ancient glory, reaching TL 11 just before the end. They will also see the development and deployment of some of the most horrifically powerful weapons the universe has known or will ever know (see pg.155).

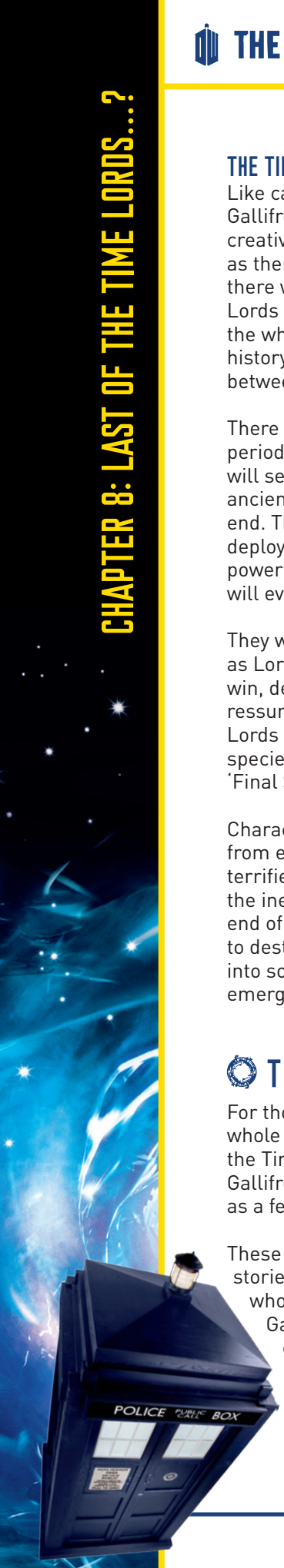
They will also see the fall of the Time Lords as Lord President Rassilon stops at nothing to win, deploying hideous temporal monstrosities, ressurecting the most corrupt and evil Time Lords in history, sacrificing entire sentient species, and setting into motion plans for the 'Final Sanction:' the end of time itself.

Characters in this campaign can run the gamut from eager soldiers to reluctant executioners to terrified desserters trying to find a way to flee the inevitable result of the conflict. And at the end of the war, when the Doctor stands poised to destroy both races, perhaps they'll be blasted into some trans-dimensional hidey-hole, to emerge later as the 'Last of the Time Lords...'

THE PEOPLE OF GALLIFREY

For those who want to set adventures or even whole campaigns on Gallifrey before the end of the Time War, we have a selection of pre-made Gallifreyan PCs to throw into your stories as well as a few adventure seeds to get you started.

These NPCs might also be useful for creating stories or campaigns involving lost Gallifreyans who might have been trapped outside of Gallifrey before the end of the Time War, escaped during the Lord President's attempt to free Gallifrey from the Time Lock, or are newly arrived from another version of Gallifrey that exists in an alternate dimension.



TIME WAR ADVENTURE SEEDS

THE LONGEST DAY

The Time Lords have launched a major offensive on a time rift that the Daleks have been using as a hidden beachhead. Some sort of bizarre accident occurs, however, and the Time Lords and the Daleks involved end up fighting the day over and over and over again, in a Time Loop where everyone is conscious and everyone fights and dies endlessly with no end in sight. The player are sent to penetrate and break the loop, preferably in a way that defeats the Daleks.

Complications could include a need to ally with their enemies to break the loop and trying to convince both sides that this is necessary. This effort will be further hampered by sabotage attempts from both reticent Time Lords, who would rather keep their enemies locked up for eternity than be freed themselves, and a Dalek cult, that has gone mad and sees the eternal battle as a Dalek Valhalla.

TIME BRIDGE OVER THE PLANET Q'WAI

Gallifreyan prisoners of war are being taken to the planet Q'wai to act as slave labour in the building of a massive time bridge for moving Dalek battlefleets through the vortex without having to equip them with expensive, taranium burning time drives. The players are commandos, sent to Q'wai to destroy the Time Bridge and rescue the prisoners.

Unfortunately, the commander of this particular group of prisoners is a former member of the High Council whose engineering pride has driven him help the Daleks to build the gate. He thinks the show of superior Gallifreyan technology will act as a subtle demoralizing force on every Dalek who sees it. He is quite mad, but sees himself as an insurgent working behind enemy lines, as do many of his fellow prisoners, who will try to thwart the characters in any way they can. Somehow, the characters must find a way to get the job done despite enemies on both sides...

TIME LORD, GENERIC

This character represents the vast majority of Time Lords: a stodgy, ultra-conservative academic with a particular affinity for a specific subject, and, despite some small amount of field work, no real desire to leave Gallifrey or get involved in the affairs of 'primitive life forms.'

Experienced Time Lords

The Attribute and Skill levels given assume a young Time Lord in their first incarnation. To create a more Experienced Time Lord, simply add the Experienced Trait as many times as you feel necessary, adding +1 to either Ingenuity, Presence or Resolve for each level of that Trait.

Time Lord Specialists

To create a specialist, like an engineer or research scientist, simply add a Trait (like Time Lord Engineer) or an Area of Expertise in a single skill.

Adventure Seed: Search and Rescue

A Time Lord on a research mission to study the precursor ruins on the planet Gleise 581d has gone missing, his distress beacon has been activated and his telepathic link with his TARDIS has been broken.

The Time Lord, a recent graduate from the academy (possibly even Agent Ryann from pg.173), stumbled onto a Dalek outpost that is surveying the planet for possible invasion. The Daleks have been working on a sonic nullification device to counter the weaponry and abilities of one of the two sentient species on the planet, the Porpoisoids (see ***Aliens & Creatures***), and this device has the side effect of interfering with telepathic transmissions as well.

They are currently interrogating the Time Lord and plan to send a duplicate back to Gallifrey, but in the meantime, they hope to lure other Time Lords to the planet as well using the TARDIS distress beacon. Enter the player characters, who have either been sent to rescue the Time Lord by the High Council on Gallifrey or have landed on Gleise 581d to follow up the signal.

To defeat the Daleks, the player characters will need to gather allies amongst the Porpoisoids and their enemies, the Charcaradonians. The only problem is, as long as the sonic nullification field is in effect, the TARDIS can't translate for them. Someone is going to have to knock out that device first...

TIME LORD



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

SKILLS
Knowledge 3, Science 4, Technology 4, Transport 1

One Additional Skill at 3

TRAITS
Feel the Turn of the Universe, Technically Adept, Time Lord, Time Traveler (Pick One TL), Vortex, *By the Book, Code of Conduct (Major, The Laws of Time), Unadventurous*

STORY POINTS: 8

TECH LEVEL: 10

REGENERATIONS USED: 0

TIME LORD, CARDINAL

Time Lord Cardinals are the leaders of the various Time Lord Chapterhouses and the high priests in a society that has a religious reverence for knowledge. As such, their words held great weight amongst the Gallifreyan elite and many acted as advisors for the High Council. A rare few even took up political office, although they tended to gravitate towards less flashy positions, like that of Chancellor, which allowed them to influence events from behind the scenes.

Adventure Seed: Do As I Say, Not As I Do

The latest Cardinal of the Prydonian Chapter, ashamed by the number of renegades who have come from her chapterhouse, is determined to make sure her students are not only taught the right and proper path for a Time Lord, but are shown the consequences of the wrong one. To this end, she has taken a group of new acolytes on a very special field trip: a visit to the Gallifreyan prison planet of Shada.

Unfortunately, a precocious Time Tot named Axanar snuck away from the group and stumbled upon the stasis prison of a legendary renegade whose daring exploits were well known amongst the Prydonian acolytes. A true hero, unlike Axanar's stodgy old buffoon of a Cardinal, who wouldn't know a Dalek from a Drahvin and wouldn't lift a finger against either of them in any case.

Wanting to see the universe, and thinking a hero would be the perfect tutor, Axanar did the unthinkable and opened the stasis cell (using an ingenious decoding device he stole of of one of the other students). He quickly found out that not all legends are true, and that true heroes don't end up on Shada.

The player characters are in the Vortex when they get a coded emergency message from the Cardinal. The renegade has taken one of her students hostage and is freeing other prisoners to form an army to return to Gallifrey. She needs the players to come to the rescue before the renegade finds the academy TARDIS. What she does not tell them, however, is that her little field trip is in no way authourized, and she will say and do anything, even sabotage the player's TARDIS communications, to keep them from contacting Gallifrey.

Besides that, they also have a dozen young Acolytes getting under foot and needing supervision (a herculean task considering the devilish ingenuity of Gallifreyan children). One in particular, a little know-it-all who claims to be a descendent of Rassilon himself, thinks that he is more than capable of dealing with the situation on his own and will attempt to steal a TARDIS to prove it.

If, despite all these distractions, the players can somehwow manage to stop the renegade and return him and his army to their eternal prisons, pehaps their names will be the ones whispered in hushed tones in the halls of Prydon Academy. And as a bonus, a Cardinal will owe them a favour as well...



CARDINAL



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS

Convince 4, Knowledge 6, Science 5, Technology 5, Transport 3.

One Additional Skill at 5

TRAITS

Boffin, Doctorate, Experienced Time Lord x D6+3, Friends (Major, High Council), Feel the Turn of the Universe, High Office (Special), Photographic Memory, Technically Adept, Time Lord, Time Traveler (Pick Three TLs), Voice of Authourity, Vortex, One additional Good Trait, *By the Book, Code of Conduct (Major, The Laws of Time), Obligation (Major, The Academy), One additional Bad Trait*

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: D6+3

TIME LORD, CASTELLAN

The second highest legal authority on Gallifrey, the Lord Castellan is in charge of security within the Citadel. They have the full force of the Chancellery Guard at their disposal and have jurisdiction over plebian Gallifreyans and Time Lords alike.

Despite this great power, the office of Castellan is one of the most inconstant in all of Gallifrey, the position changing hands with alarming frequency due to the sheer boredom of being in charge of enforcing law on a largely law abiding populace. There have been cases, however, where the Castellan has let their position go to their heads, abusing the security access provided for the maintainence of law and order to further their own political ends. These, too, typically have short tenures as other Time Lords eventually tire of the constant Machiavellian scrutiny and seek to remove them from office. One way or another.

Adventure Seed: Murder Most Temporal

The TARDIS gets caught up in a Time Eddy and ends up materialising on a Gallifreyan Observation Station in deep space. As soon as they exit they find the dead body of a member of the Gallifreyan High Council, but before they can leave, their TARDIS is transducted away, leaving them to be discovered by the Chancellery Guard.

The mystery thickens as the Castellan personally arrives to investigate the murder. It turns out that the dead Time Lord is still alive and coming on an inspection tour of the station shortly, the Castellan having spoken to him right before leaving Gallifrey. This is, of course, impossible, as Gallifreyan Absolute Time prevents a Time Lord from appearing in anything but the Gallifreyan present when landing on Gallifrey or any of its satellite posts. So how is the Time Lord both dead and alive at the same time? The Castellan intuits the characters' innocence, but they will have to help him find the real culprits to avoid a trip to Shada.

The answer to the mystery lies in a secret CIA lab, set up within a recursive loop in the station's trans-dimensional interior, which is testing a new time weapon (a primitive precursor to the Temporal Vector Elminator, see pg.116). During testing, the weapon sets the station 'out of phase,' temporally speaking, to protect its users from random, dangerous side-effects. As a result, the stations has gradually drifted a full day behind Gallifreyan Absolute Time.

During his inspection, the High Councillor will discover one of the special devices used by the CIA scientists to enter the loop, and the leader of the cell will project him into the Vortex to protect their secret. The shock will kill the old Time Lord, but instead of dissolving in the flow, his body will fall into the wake of the player's TARDIS and 'wash up' in the area in which they materialized earlier. The players have slightly less than 24 hours to prevent this, and even if they can, the ramifications of a technology that can breach the temporal barrires of Gallifrey are so severe, the Time Lords might decide that the characters know too much and must be disposed of...

CASTELLAN



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

SKILLS

Convince 3, Knowledge 4, Marksman 2, Science 4, Subterfuge 3, Technology 4, Transport 2

One Additional Skill at 3

TRAITS

Experienced Time Lord x D6, Friends (Major, High Council), Feel the Turn of the Universe, High Office (Special), Time Lord, Time Traveler (Pick One TL), Voice of Authourity, Vortex, *By the Book, Code of Conduct (Major, Gallifreyan Law), Obligation (Major, Gallifreyan Security), One additional Bad Trait*

WEAPONS & EQUIPMENT

Staser S / **S** / S *OR* 6 / **L** / L

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: D6

TIME LORD, HIGH COUNCILLOR

To gain a seat on the High Council requires a flair for politics, a devious mind that can see dozens of moves ahead and a will to bend all other wills that borders on mind control. The byzantine political structure of the most ancient and powerful race in the universe will brook no less.

A High Councillor spends a great deal of energy manoeuvring for position amongst their fellows and they have little time for anything else. They are still members of a scientific elite, however, and all of them maintain some sort of ongoing (some would say neverending) research project to maintain their intellectual bona fides, a subject they will happily bore you to tears with even as they secretly plot to use you in their political schemes.

Adventure Seed: From Zero to Hero...

The players are dragged back to Gallifrey on a charge of interference with a fixed temporal nexus point. The charges are all spurious (unless the players have, in fact, done something of the sort) and, after a quick trial, they are quickly found innocent of all charges (or, if actually guilty, are saved by a mysterious benefactor at the last moment). As they beat a hasty retreat from Gallifrey, however, they find they have a passenger: a plebeian Gallifreyan technician who was sent by mysterious benefactors to do some minor repairs on the TARDIS and was deep in the ship when it took off.

The players may not realize it at first, but the characters are actually pieces in a 'friendly' game of political chess between two ancient High Councillors who are trying to settle an old academic bet: can a plebeian be eleveted and accepted into the ranks of the Time Lords by great deeds instead of great education? The characters are swept along through a series of adventures brought about by the pair's subtle behind the scenes manipulations, with one attempting to help the plebeian earn the Rassilon Imprimatur and the other trying to have the plebeian and the player characters exiled for 'formenting rebellion.' The stake: a bag of Earth Jelly Babies.

This should be set up as a campaign, where each adventure finds mysterious forces working for and against the players in general and the plebeian in particular. Eventually, they should return to Gallifrey to stop an invasion or some other planetary crisis engineered by the Councillors as their final endgame. Once the players stop the crisis, their plebeian companion will get all the credit and a final adventure will take place to unmask the chessmasters before their machinations bring any more harm down on Gallifrey.



HIGH COUNCILLOR



AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	5
INGENUITY	7	STRENGTH	2

SKILLS

Convince 4, Knowledge 5, Science 4, Subterfuge 3, Technology 4, Transport 2

Two Additional Skills at 2

TRAITS

Charming, Experienced Time Lord x D6+6, Friends (Major, High Council), Feel the Turn of the Universe, High Office (Special), Owed Favour x D6, Time Lord, Time Traveler (Pick One TL), Voice of Authourity, Vortex, One Additional Good Trait, One additional Good Trait, *Argumentative, By the Book, Code of Conduct (Major, The Laws of Time), Obligation (Major, Gallifreyan Security), Owes Favour x D6, One additional Bad Trait*

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: D6+6

TIME LORD, CIA AGENT

Dangerous renegades to some, the only hope for Gallifrey's survival to others, Time Lords who answer the call to join the shadow force of interventionists and time warriors know as the Celestial Intervention Agency live lives in fear of discovery by their Time Lord peers. No matter how offical their mission, if they are discovered, they will be disavowed and likely exiled or possibly thrown into Shada for all their good works. Thus, it takes a special kind of Time Lord to want to serve the CIA.

Most are possessed of a desire to explore the universe or at least a strong love of Gallifrey that drives them to go out and place themselves in the way of the many cosmic horrors that might someday threaten its existence. Above all else, a CIA Agent has to be able to persevere against overwhelming odds with nothing but an old clapped out TARDIS and a penchant for cunning improvisation.

CIA Agents During the Time War

Over the centuries, the CIA went from a hunted group of renegades with a very loose organization to a secret arm of the Inner Council with a proper leadership structure and minor support. As much of an open secret as their organization would become, however, the full force of the law would still be brought against those who were too careless and allowed their activities to come to light. Agents during these periods will be flighty and very untrusting of strangers. They will attempt to complete their missions with as little evidence of their involvement as possible and are such masters of subterfuge and stealth that the player characters may not even realize that they are dealing with the CIA at first (if at all).

At the start of the Time War, however, the CIA emerged into the open as a powerful force with a great deal of political power and resources due to the hard earned expertise in the area of temporal intervention that they could bring to the conflict. Many of the veteran agents, now freed from the shackles of secrecy, became flashy heroes in the style of the old pulp adventureres of 1930's Earth, performing great deeds of derring-do which the High Council readily promoted in order to improve Gallifreyan morale. They are likely to make their presence know to the player characters as soon as they know who they are and will try to take charge of any situation.

Adventure Seed: Lord Flashheart's the Name...

An extremely competitive and arrogant Time Lord known as Lord Flashheart becomes a recurring element in the players adventures. He bossily takes over in each case and tries to take all the credit, even sabotaging progress if the characters start to outpace him so he can be the one to save the day.

Let this go on for most of the current series. At the series climax, however, let the players stumble on to Flashheart's dark secret: he, himself, created the current universe-threatening event so that he could 'stop' it and become a legend on Gallifrey...

CIA AGENT



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

SKILLS

Athletics 2, Convince 2, Craft 1, Fighting 1, Knowledge 4, Marksman 1, Medicine 2, Science 4, Subterfuge 4, Survival 1, Technology 4, Transport 2

TRAITS

Boffin, Brave, CIA Agent (Major), Experienced Time Lord x D6, Feel the Turn of the Universe, Friends (Major, High Council), Technically Adept, Time Lord, Time Traveler (Pick D6 TLs), Vortex, One Additional Good Trait, *Adversary (Major, Pick one Alien Species), Code of Conduct (Minor, Laws of Time), Dark Secret (Major, 'Unsanctioned' Temporal Interference), Obligation (Major, CIA), One additional Bad Trait*

STORY POINTS: 8

TECH LEVEL: 10

REGENERATIONS USED: D6

TIME LORD, OUTSIDER

Take everything you know about the average Time Lord and flip it on its head and you have the typical Outsider. They are not primitives,whatever the rest of Gallifreyan society might think of them. Those who leave behind the highly sophisticated trappings of life in the Citadel simply apply all of the intelligence, drive and lifetimes of experience of a Time Lord towards a much more basic, and they would say much purer goal: the very act of living.

Survival in the harsh wilderness of Gallifrey is not easy, and Outsiders tend to toughen up quickly or die many horrible deaths trying. They are resourceful and more resspectful of their environment than the average citizen of Gallifrey, who fears and loathes the idea of living wild. But they can also be just as arrogant and elitist as their Citadel-dwelling counterparts, treating non-Outsider 'weaklings,' especially plebeian Gallifreyans, with a dismissive contempt one typically finds in even the most civilized of Time Lords.

Adventure Seed: The Most Dangerous Game...

The characters wake up in the middle of a vast craggy wilderness with no recollection of how they got there or what they were doing before they arrived. Suddenly they come under attack by a small squad of Sontarans!

Just as it looks like the end, several Sontarans are cut down by arrows and spears before a group of screaming savages come over the hill to dispose of the rest in bloody melee combat without a shot being fired. They then turn on the characters and roughly tie them up before leading them away to a small collection of yurts built in the shadow of a lonely tower on a plain. Time Lords will instantly recognize the mighty edifice as the Tower of Rassilon! They're in the Death Zone on Gallifrey!

The leader of the savages, a tribe of Outsiders, is an ancient (and quite mad) Time Lord named Saroff who found a secret way into the Death Zone. He led his tribe there to strengthen them for an eventual return to the Citadel to 'free' the population from its gilded cage. Through the Tower of Rassilon, he has access to the Death Zone Control Room (see pg.153) and has been using it to bring challenging foes from across time and space for his people to fight. And now he has brought the most dangerous of game of all: another Time Lord! The players are given a day to rest and run, then the hunt begins...



OUTSIDER



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

SKILLS

Athletics 2, Craft 2, Fighting 3, Knowledge 3, Marksman 3, Science 4, Subterfuge 2, Survival 3, Technology 3, Transport 1

One Additional Skill at 2

TRAITS

Experienced Time Lord x D6, Feel the Turn of the Universe, Outsider, Time Lord, Time Traveler (TL 1, TL2), Tough, Vortex, One Additional Good Trait, *Argumentative, One additional Bad Trait*

WEAPONS & EQUIPMENT

Spear	3 / **6** / 9
Bow	1 / **3** / 4

STORY POINTS: 6

TECH LEVEL: 10

REGENERATIONS USED: D6

GALLIFREYAN, CHANCELLERY GUARD

The official police force of The Citadel, the Chancellery Guard is formed from average Gallifreyans who are usually looking for something 'exciting' to do, and so enter the Gallifreyan equivelent of a police academy, where they learn crowd control, investigation and martial skills.

In truth, the life of a Chancellery Guard is anything but exciting, as very little criminal activity takes place on Gallifery, what little there is is usually handled quickly (and often overenthusiastically), and the vast majority of their time is spent on guard or escort duty.

Adventure Seed: I Am The Law...

Several well known malcontents and infamous Shobogans have recently been discovered dead, killed in a most gruesome way by primitve firearms. The investigation is going slowly, and there is little evidence to explain this sudden and unheard of outbreak of violence amongst the plebeian classes. The only lead the Chancellery Guard have is one word, uttered by a terrified plebeian who died shortly after being found: Dread!

The reason the investigation is going so slow is that the culprit, himself, is leading it. Guard Commander Maxil, who has always been prone to an extreme attitude towards justice, had been growning increasingly disatisfied with the growing tolerance shown to renegades and subversives. This slow burning irritation was fanned into flames of indignation after his humiliation at the hands of the Doctor (who even went so far as to regenerate into a mirror image of the Commander, himself, the blaggard!)

It was during the arrest of an Academy student (a Prydonian, naturally) for taking a TARDIS on an unauthorized joyride to Earth in the late 1970's, that he confiscated a number of artefacts from that period. One of these quite caught his attention. It was some sort of primitive paper bundle on which was printed the story of a wandering judge who, like Maxil, had no tolerance for lawbreakers. This 'judge,' however, dispensed quick justice to make sure criminals never infringed on the law again. A dark light went off in Maxil's head.

He convinced the Prydonian to take him back to Earth in return for leniency. There he gathered together a costume and a set of primitive weapons, the latter of which he used on the student, whose body now resides deep in the bowels of his stolen TARDIS. The student did, after all break the law a second time, coerced or not, and, as a repeat offender, Maxil's duty was clear. That his permanent silence benefitted Maxil was just a well-earned bonus.

CHANCELLERY GUARD



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

SKILLS

Athletics 1, Convince 1, Fighting 1, Knowledge 1, Marksman 2, Science 1, Subterfuge 1, Technology 1

TRAITS

Psychic (Plebeian, see description on pg.182), Resistance (Radiation), Voice of Authority, *By the Book, Code of Conduct (Major, Gallifreyan Law), Impulsive*

WEAPONS & EQUIPMENT

Staser S / **S** / S *OR* 6 / **L** / L

Guard Armour [3]

STORY POINTS: 3

TECH LEVEL: 10

Now Maxil prowls the corridors of the Citadel at night as 'Dread,' dispensing justice and later using his position and knowledge of Gallifreyan security procedures to eradicate any evidence. His brutal weapons and tactics are designed to spread fear amongst the lawless, but he is quickly coming to realize that punishing Plebeians isn't doing the trick. He needs to attack the true source of the trouble: corrupt Time Lords. He claims his first Time Lord kill just as the characters arrive on the scene and become the only living witnesses to the crime. And Dread does not leave living witnesses...

GALLIFREYAN, PLEBEIAN

Those who fail or are disinclined to complete the arduous training to become Time Lords can still live a full life enjoying all the amenities of the most advanced civilization in the universe. Most quickly become bored with simply lounging about all day and eventually take up some sort of hobby or useful work that contributes to Gallifreyan society as a whole.

Others become troublemakers and vandals, known colloquially as Shobogans. They, at least, provide the Chancellery Gaurd with something worthwhile to do, so it can be argued that even they have a place and function in the Citadel.

Those who don't fall into either of those categories typically join the Media Services.

Plebeian Psychic Ability

All Gallifreyans are mildly psychic at birth. Without training, however, this Psychic ability is limited to 'recognition' of other Gallifreyans mental patterns and emotional communication by touch, something only those with an intimate connection typically engage in. This is the level of ability represented by their Psychic Trait.

Adventure Seed: Useful Idiots...

It is time to select a new President of the High Council and, as the outgoing President died in office without naming a successor, the sharp political elbows of the Time Lords are busily being jabbed into each others ribcages for the title.

One group of Time Lords, however, is secretly working to rig the election for a puppet candidate of their choosing. By promising Time Lord investitures to the media heads, they have completely corrupted the plebeian media services, who are refusing to properly vet the candidate's past while actively trying to dig up dirt on, or simply make up false accusations about, the other candidates. They then hold debates in which they ignore valid candidates and only focus on the puppet candidate and the opposition candidate most likely to lose to him.

To further cement their victory, the conspiritors have also planted agents within the lower castes to stir up controversy amongst the populace, leaking rumours of voter fraud and misrepresenting the other candidates platforms to make them sound like 'enemies of the people.' The resulting unrest and occasional riot have been instrumental in keeping the Guard busy and distracted, allowing the co-conspiritors to make several illegal moves with impunity, inlcuding sneaking their renegade leader, previously thought dead, back to Gallifrey to be pardoned by their puppet president.

The player characters are drawn in when they notice the illegal use of a Time Scoop in the Vortex and return to Gallifrey to investigate. They will soon realize the election is being rigged to place the vast powers of Gallifrey into the hands of an evil shadow emperor: the War Chief!

PLEBEIAN



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

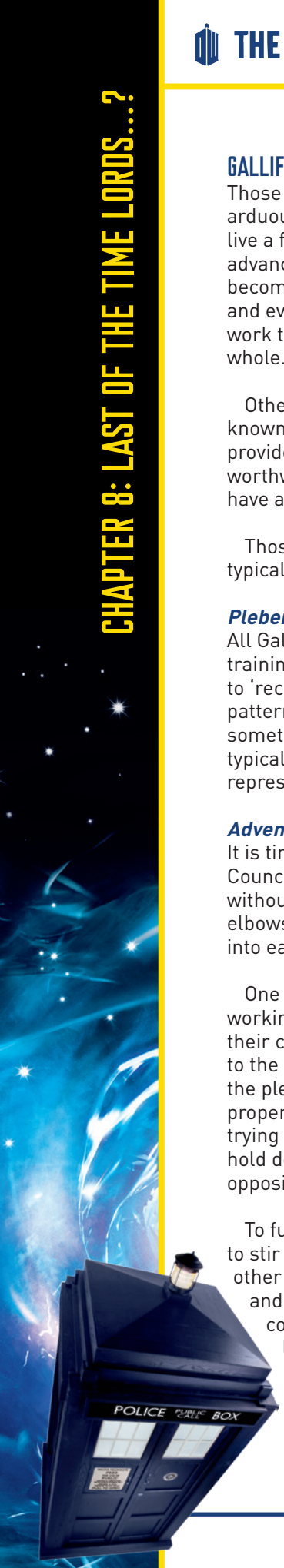
SKILLS
Convince 1, Knowledge 1, Science 1, Technology 2

One additional Skill at 1

TRAITS
Technically Adept, Psychic (Plebeian, see description), Resistance (Radiation)

STORY POINTS: 3

TECH LEVEL: 10



CHILDREN OF GALLIFREY

Not everyone who comes from Gallifrey is a Time Lord, and in pre-Time War Campaigns, especially those set during the early periods before aliens were permitted on Gallifrey, a Time Lord might find it useful to take along a few Gallifreyan companions (or even family members, like a certain granddaughter) to keep them company.

In the same vein, post-Time War Time Lords need not necessarily be Gallifreyan! The strange case of River Song (see below), has opened up the possibility of beings who have Time Lord abilities but are not actually Time Lords in the classical sense. They are the inheritors of the Time Lord legacy: Scions of Gallifrey.



PLEBEIANS

The life of a plebeian on Gallifrey is not what one would call the most stimulating and it isn't hard to imagine a number of them wanting to see the wider universe but not having the academic potential to ever do so under the laws of the Time Lords. This doesn't mean that it doesn't happen on occasion, as technicians stow away on board TARDISes in repair bays, are taken by older Time Lord relatives on unlicensed jaunts across the universe or end up being flung out into the universe as part of some unscrupulous Time Lord's eternal chessmatch against another rival Time Lord (see pg.178).

During the Time War plebeians may actually earn a legitimate place on board a Time Lord's TARDIS by volunteering as time soldiers (see pg.172) and even a post-Time War campaign could include such non-Time Lord Gallifreyan characters, especially if the Time Lord goes into hiding using a Chameleon Arc and the plebeian is the one protecting their secret. A whole story arc could be built around the idea of the plebeian guarding the 'human' Time Lord from aliens and their own nature adventure after adventure until, finally, they have no choice but to restore their master in order to combat some grave threat.

Rules for Plebeian PCs can be found on pg.28.

SCIONS OF GALLIFREY

In the post-Time War era, the Time Lords are gone and they presumably took the secrets behind the Rassilon Imprimatur with them to their collective graves. And without that, there can be no new Time Lords. Or can there?

The Strange Case of River Song

River Song is an anomaly in many different ways. For one, she and the Doctor share a causal nexus (see pg.194) yet they continue to meet out of order, with the Doctor first encountering her on the day of her death.

She also seems to know how to fly the TARDIS at a level that surpasses even the greatest of Time Lords, handling it as well as a proper crew of six. Add to this her great intelligence, affinity for technology and an innate understanding of the nature of time, and you'd think she were a Time Lady herself. Well, she is. Sort of.

River is the result of a unique event in the history of the universe: the exposure of a gestating baby to large amounts of Artron radiation in order to imprint them with a version of the Rassilon Imprimatur. It is odd that a human child would be so imprinted, but it is odder still that the mind behind it wasn't a Time Lord but a TARDIS.

Exactly why the Doctor's TARDIS felt a need to create a hybrid human/Time Lord is a question that has many potential answers: perhaps it sought to ease the Doctor's loneliness; perhaps it missed others of its own kind and hoped River might grow into a proper Time Lady engineer and create a TARDIS of her own; or maybe there is a reason more alien and unfathomable than even the Doctor would like to contemplate. Only the TARDIS knows for sure, and she isn't telling.

What is more important, however, is the fact that it could be done in the first place. Gallifrey may be long dead and gone, but the strange case of River Song implies that it might be possible to create a new race of Time Lords from humans, or possibly even other species. Perhaps some abandoned TARDIS in some remote corner of the universe is attempting that very thing at this very moment.

Neo-Time Lords

The existence of River Song brings about the possibility that somewhere out in the wider universe another TARDIS (or perhaps another Time Lord, or even Daleks experimenting with recovered Time Lord DNA) has imprinted a non-Gallifreyan with a version of the Rassilon Imprimatur. This would make an excellent origin for a new Time Lord character.

If the Gamemaster allows this, the character is created much like any normal Time Lord character. Instead of choosing a Chapter (see pg.31), however, the character is built by using the standard character creation process and taking the Scion of Gallifrey Trait (see the box to the right).

SCION OF GALLIFREY (1CP, 2SP)



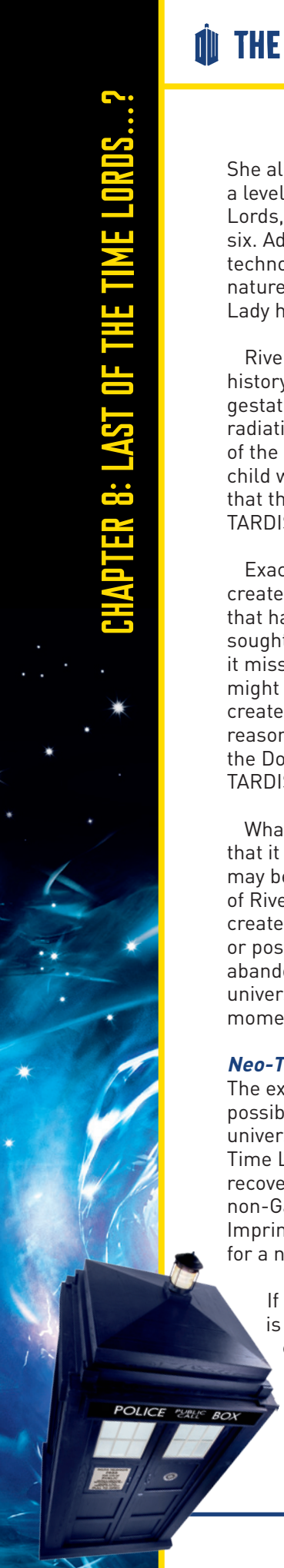
The character is a Neo-Time Lord, a creature of alien genetic stock who has somehow been imprinted with the Rassilon Imprimitur and survived.

ATTRIBUTES: The character gains a +1 to their Ingenuity, which is no longer restricted to a maximum of 6.

TRAITS: Feel the Turn of the Universe, Vortex.

The character gains enhanced longevity, the ability to regenerate, and may take any Time Lord Traits the Gamemaster allows, but they do not gain any other Time Lord abilities (two hearts, respiratory bypass system, resistance to radiation, the Other Extraordinary Abilities rule, etc.), which are essentially Gallifreyan in origin. They may still take any Traits or abilities native to their original species, however, so Catkind Time Lords will retain their claws and alien appearance, for instance.

The Gamemaster has the final say on which species are compatible with the Rassilon Imprimatur, but it is highly suggested that they limit the ability to human or near human species. Species that are extremely powerful or alien (like the Racnoss), should be considered incompatible. This won't necessarily stop a species like the Daleks from trying to make it work, and the idea might even make for a good adventure, but the Gamemaster should avoid having Dalek, Sontaran and Cyber-Time Lords roaming about the universe.



JUDGING REGENERATION

Regeneration should be a dramatic event for the players. The way it is handled both dramatically and mechanically will determine how seriously they take death in the game. It can leave them feeling like something significantly life changing has occurred or give them no more pause or concern than one might get from losing a spare life in a video game.

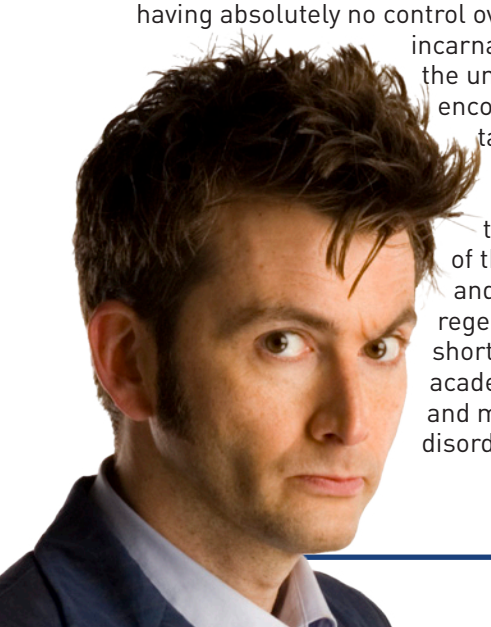
As the Gamemaster, it is up to you to really drive home the feeling of bittersweet triumph over death as a familiar and well-loved persona fades away forever, replaced by a stranger with a new face and a strange new personality.

With this in mind, here are a few different suggestions for adjudicating regeneration in your campaign.

Is that what I am now? Rude and not ginger?
This is the default assumption, as described on pg.43 with the player controlling the regeneration process and being rewarded for playing their new persona's personality to the hilt.

You never quite know what you're going to get...
The player has no control over the regeneration and the GM creates the new incarnation, making the regeneration check and then rolling up the results randomly as normal, or just jiggling the numbers and traits around as they see fit. This can be done well ahead of time, modifying the 'future' incarnation with an extra point here or a new trait there as the current incarnation gains in experience.

There's a definite advantage in the player having absolutely no control over their next incarnation. Fear of the unknown should encourage them to take the prospect of death seriously, especially if there's a chance of their handsome and heroic Time Lord regenerating into a short, gap toothed academic with asthma and multiple personality disorders.



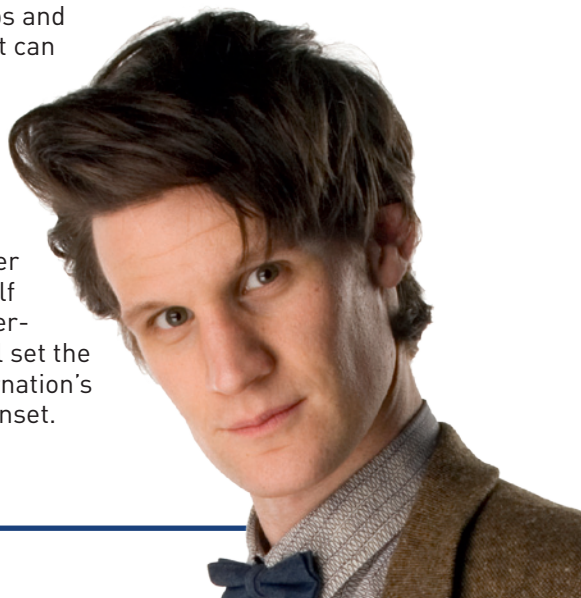
Some new man goes sauntering away...
A different player creates the new incarnation and takes over the role of the Time Lord. Depending on the GM, this might involve allowing them to make the Regeneration check and then roll up a random new incarnation or even allowing them to 'recreate' the character with the same number of Attribute Points, Skill Points and Good and Bad Traits, as they wish.

This is ideal as it really injects a new personality into the Time Lord character and it will feel as though the other incarnation has actually died, not just reset, again promoting a more sensible approach to the Time Lord PC's mortality.

Once the new Time Lord is created, they can continue to play their companion as well or turn them over to the former Time Lord player temporarily until they can roll up and introduce a new Companion of their own. The old companion will leave in the next adventure or the one after that, it being assumed that the Time Lord's death and resurrection into a new persona doesn't sit well with the companion and convinces them that their time in the TARDIS has come to a close.

The moment has been prepared for...
Sometimes a player may decide to relinquish the Time Lord position voluntarily. This could be because they're unable to play on a regular basis anymore, they have a great companion idea they want to try out or perhaps they want to GM for awhile. This provides a unique opportunity for the current GM, who can now write an adventure or story arc that will culminate in the death of the Time Lord.

Knowing that ahead of time allows the GM to really pull out all the stops and create an epic ending that can rival the greatest of the Doctor's adventures. Old foes, departed companions and even previous incarnations of the Time Lord can be brought together, a danger that threatens reality itself can be devised and an ever-present aura of doom will set the atmosphere for this incarnation's last great ride into the sunset.



Obviously, the Time Lord character should receive a healthy chunk of Story Points at the beginning of the Story Arc with which to complete their goals, but this is only because their goals are going to be very difficult to achieve, the stakes will be extremely high and they will be cashing in their chips at the end. The GM might even introduce a Watcher (see below)to herald the end and aid the Time Lord in any way it can, although this would be an extremely rare, once in lives-time occurrence.

WATCHERS

As a time stream is twisted and bent, it can occasionally wrap back in upon itself creating a causal loop that reflects an image of the possible future into the present. This image, however, is no mere vision and it is far from insubstantial. It is a Temporal Amalgam, a construct taking on qualities from both present and future versions of itself and interacting in both time zones.

On very rare occasions, when a Time Lord's death is also at hand, this Temporal Amalgam may be formed of his current and near future, post-regenerative incarnations. This is a Watcher, a strange being who is a 'half-incarnation' with knowledge of a potential future, but no knowledge of how it will come to be.

A Watcher will typically try to assist the present incarnation in any way possible to repair the damage to the time stream that created it. Its extra-temporal nature even allows it to travel the Vortex unaided to any point in time within the causal loop in order to do so. The last act it will ever perform occurs when the Time Lord regenerates, at which point, it will meld with the current incarnation, closing the causal loop for good, and returning time to its normal flow.

There is at least one recorded instance, however, of a Watcher who refused to meekly accept its fate and chose, instead, to escape into the wider universe. This being, an amalgam of the dark sides of the Doctor's final two incarnations, somehow resisted the call to close its causal loop and merge with the regenerating Doctor. It went on, instead, to wreak havoc on Gallifrey, where it was later assumed destroyed. It is unclear if this was a one-time fluke or if there are other such amalgams running loose in the universe...

WATCHERS IN THE GAME

A Watcher will be an NPC controlled by the GM and its extra-temporal nature is represented by a pool of 15 Story Points which it must use to perform any action that will require a dice roll. For 1 Story Point, the Watcher is assumed to pass the roll with a Success. For 2 points, it will score a Good Success and for 3 points it can score a Fantastic Success. A Watcher can also use 3 Story Points to travel the Space-Time Vortex with up to one extra passenger. Once it is out of Story Points, it can only observe and offer occasional advice.

The GM should play the Watcher as receptive to the PC Time Lord's needs, so it will do as it is asked as long as it is in the interest of the universe (i.e. the story). At times, you can even have the Watcher anticipate certain needs and act on its own accord. The important thing to remember is to walk a fine line between the Watcher leading the players around by the nose and just standing around doing nothing. Ideally for the players, the Watcher should impress upon them that the situation is so dangerous that the universe itself is aiding the Player Characters as best it can, but it will ultimately be their actions that decide its fate.





9: ADVANCED TEMPORAL MECHANICS...



OKAY KIDS, THIS IS WHERE IT GETS COMPLICATED

A great many complications can arise when one begins breaching the barriers of the 4th dimension, and in this chapter we will discuss some of the more advanced mechanical effects that arise as a result of the temporal phenomena discussed in ***Chapter 4: Temporal Mechanics 101***. We will also look at a number of rare temporal manipulation technologies and provide rules for applying all of that to your ***Doctor Who*** games.

The most important use for this chapter, however, is to provide you with inspiration and a framework for using temporal phenomena in your adventures. A whole adventure could be built around the 'Blinovitch Limitation Effect' for instance, where a certain shop girl tries to rescue her father over and over again using time travel, while a Time Eddy could be the first clue to temporal interference or force the characters to land in the middle of an exciting side adventure.

These rules exist to provide exciting ideas for you and interesting encounters for your players, not bog you down with complications, so take what you need and leave the rest...

RANDOM TEMPORAL BACKLASH

A GM will usually know what effect the player's actions will have if they fail in their interference in fixed events, based upon his adventure outline. No adventure outline is certain to survive contact with the PCs, however, and the result can often lead to unplanned temporal chaos.

For those sorts of moments, just roll 2D6 and add or subtract any appropriate modifiers from the table on the right. After that, look up the result on the *Temporal Backlash Table* to find out just how badly the universe has reacted...



TEMPORAL BACKLASH MODIFIERS	
Relative Temporal Disturbance (RTD)	+1/Level
Roll result was Bad	+2
Roll result was Disastrous	+1
Roll result was Good	-1
Roll result was Fantastic	-2
Campaign set before the Time War	-2

TEMPORAL BACKLASH RESULTS

-2 to 4	**Nothing Happens:** The universe was looking the other way... this time.
5	**Conincidox:** Some minor, but inconsequential, paradox comes out of the situation. See pg.195 for more details.
6	**Time Eddy:** The event causes a Time Eddy that will pull in anyone or thing that enters the Vortex in this space-time location.
7-8	**Temporal Inertia:** Whatever change you made, the universe corrects it through an alternate medium. In other words, you may have killed Hitler as a baby, but someone with a similar personality and funny mustache takes his place and things happen just as they had before.
9	**Time Fissure:** The attempted change automatically fails and the temporal gymnastics the universe has to pull off to cancel it out causes a rip in space-time.
10	**Pan-Dimensional Cross-Rip:** The attempted change automatically fails and the characters, their TTC and any other beings or objects that are non-native to this space-time locale are dragged into an alternate dimension through a newly formed Time Fissure.
11	**Time Spur:** A chunk of local space-time is isolated from the rest of the universe including other dimensions (like the interior dimension of the TARDIS), in order to quarantine the 'moment' of intervention from the rest of the time line. Reapers (see pg.87 of the ***Core Box Gamemaster's Guide***) will arrive shortly to 'cleanse' the temporal wound.
12	**Chronic Hysteresis:** Those in the immediate vicinity of the intervention attempt are caught in a Chronic Hysteresis.
13-14	**Time Loop:** The current space-time locale, up to and including an entire planet, is caught in a Time Loop.
15+	**The End of Time:** The universe is either collapsing from the weight of the changes, bleeding energy through a million tears in space-time so that the stars go out one by one, rent by a rift that is swallowing it into the vortex, or being slowly destroyed in some other way. Whatever the cause, the PCs will have their hands full trying to set it right in a very short amount of time (D6 adventures)...



ADVANCED TEMPORAL PHENOMENA

In ***Chapter 4: Temporal Mechanics 101***, we looked at the theories behind a wide variety of natural and unnatural temporal phenomena that characters might encounter in their travels through the Vortex. In this section, we'll explore the mechanical effects behind those phenomena and how they might be applied in game. In addition, an adventure seed is provided for each phenomena to demonstrate how it might be used in your own stories.

Page numbers are provided for quick reference to the full description of the relevant phenomena in ***Chapter 4***.

THE BLINOVICH LIMITATION EFFECT (PG.51)

Whenever the player characters interfere in their own timelines, they raise the RTD Level by 1. This has multiple effects:

◆ All Levels of Success are reduced by a single level per level of RTD. This can reduce a success to a failure or worse. These can still be modified upwards using Story Points as normal, however...

◆...any use of Story Points to directly or indirectly interfere with one's personal timeline has an additional SP cost equal to the current RTD level. So if the RTD Level is 2, and you spend 3 Story Points to raise a Disastrous Failure to a Success, you will actually spend (3+2) 5 Story Points.

◆ Any roll which produces a Disastrous Failure, or any time the RTD Level goes above 2, a Time Spur, Chronic Hysteresis or some other form of temporal backlash may result. The GM may choose a specific effect or roll on the Random **Temporal Backlash Table** (see pg.89) as they see fit.

Example: *Rose wants to see her father, who died when she was just an infant. The Doctor takes her to 1987 to say goodbye to him before he dies. Their trip is innocent enough, although Rose suffers a case of emotional nerves and fails to talk to her dad before he slips away. No interference takes place, keeping the RTD level at 0.*

Rose is inconsolable about her missed opportunity, however, and wants another go. The Doctor, knowing better but letting his heart overrule his head, takes her back but warns her to let their 'past selves' move on before going to her dad to avoid a paradox.



LETTING THE EXPERTS SPEAK



Half the fun of being a Time Lord is talking like one. Ideally, when a companions asks a Time Lord 'What's that?,' the answer should come from the Time Lord's player in the style of their character, not the Gamemaster info-dumping on the group. This same principle applies whenever any character has specialized information that the player may not necessarily know, like a historian with knowledge of a certain period of history or a doctor diagnosing a disease.

One way to allow the experts to do the talking is to prepare 'Data' cards before the game. Basically jot down some simple facts about any major temporal phenomena, alien races or historical fact that the players might encounter, and hand it out to the expert player when they make a successful roll to identify it. The player can then describe the effect in their own words. You could also create 'Misinformation Cards' for those moments when the expert fails their roll!

To get you started, you'll find a set of Data Cards for many of the Temporal Phenomena described in this section included in the back of this book. You can easily create your own custom Data Cards with a pen and a pack of simple notecards.



All goes well and they arrive just in time to see themselves standing on the curb, raising the RTD level by 1 due to there being two Roses and Doctors in the same relative location in time and space. Unfortunately, Rose, on an impulse, rushes to save her dad.

First, she rushes past her past self, causing a minor paradox that the GM determines will raise the RTD level to 2. She rolls her Athletics skill to knock her dad out of the way, and gets a Good Success. Unfortunately, this is modified down by the RTD level of 2, and turns into a failure. Undeterred, she spends a Story Point to turn it back into a success (using an extra 2 Story Points in the process due to the RTD level). This last action saves her father, seriously altering the time stream and raising the RTD level to 3. The GM rolls on the Temporal Backlash Table, adding +3 for the RTD level. The result is a Time Spur.

◆ Meeting and interacting with a past or future self will also short out the Time Differential. See pg.197 for more information.

Adventure Seed: The Paradox Trap

An enemy of the PCs initiates a number of linked plots across time and space and dares them to stop him. The catch? All of these plots take place smack in the centre of space-time locales in which the PCs already exist! By doing this, the enemy can not only use the Blinovitch Limitation Effect to slow them down, but can also set them up to be crushed by random temporal backlash should they slip up while trying to intervene!

Unfortunately, not intervening will allow the enemy to succeed, and that could have even worse consequences, so the players must figure out how to avoid creating paradox, which means avoiding the deliberate methods by which the villain is attempting to force them to do just that. These traps are a two-edged sword, however, as the villain is interfering in past events as far as their Causal Nexus (see pg.194) goes, so one misstep could easily bring destruction down upon their head as well.

The villain is probably mad or driven by a psychotic need for revenge to want see the characters temporally crushed at the risk of possibly being caught in the resulting paradox themselves, however, they might actually be after some greater goal, like harnessing the paradox energy from the player's interventions to power some fantastic device that can give them control over a world, the galaxy or the possibly even the entire universe!

CHRONIC HYSTERESIS (PG.53)

Individuals trapped in a Chronic Hysteresis will find themselves trapped in a 2D6+6 minute loop of time. The first D6 minutes of the cycle will be taken up by a set series of actions that those trapped inside will always be forced to repeat before they can act on their own.

Once the characters realize they are trapped in the recursion, they may try to break out of it using Phase Cancellation:

◆ First, one character must make an Ingenuity + Science (Maths) roll at Difficulty 15 to figure out the length of the recursion and estimate its waveform.

◆ Next, all the characters must go through their actions again and make an Awareness + Craft (Acting) roll at Difficulty 15 to perform the motions correctly. The GM may wish to make them actually role-play those actions out (the fun option) or just allow them to roll and gain a result (not so fun, but probably much quicker).

A Success breaks the Chronic Hysteresis and frees the time travel capsule. A failure causes a slight wobble, but no other effects. A Bad Failure adds to the necessary movements, increasing the Difficulty by 1. A Disastrous Failure shortens the length of the recursion by D6 minutes. If the recursion ever gets shorter than the minimum time for set actions, then the characters are hopelessly trapped unless something or someone can break the Chronic Hysteresis from the outside.

Adventure Seed: Insects in Amber

The PCs come across a vessel stuck in a Chronic Hysteresis. While trying to extricate it, they realize that not only is the ship a Hyperspace Starliner incapable of entering the vortex, but the Chronic Hysteresis itself is being maintained by some power source within the ship.

The PCs will have to enter the loop and discover the source of the power before they can rescue the ship and then get it back into real space before the vortex crushes it like an egg. And then there's the mystery of how it got there and why...

FISSURES & RIFTS (PG.53)

Fissures are dangerously unstable wormholes in space-time and an adventure could be built not only around closing one, but finding out how it was opened and confronting the culprit 'what done it.' In game terms, once the players have identified the cause of the fissure and have eliminated that (typically requiring travel between the two time-zones) they must close it through the use of Jiggery-Pokery at a Difficulty of 18 + the number of days it has remained open. If that doesn't work, they can always use the TARDIS and attempt a Moebius Inversion (see pg.78).

Rifts, on the other hand, can serve as a permanent story-telling device, drawing the characters back to the 'home base' of the campaign as a source of fuel, a method of travel or a responsibility that they must occasionally keep tabs on. As such, it works in any way the GM feels is appropriate for the story at hand, spitting forth monsters one day, serving as a target for temporal marauders the next or even forcing a Time Lord to confront his previous incarnations in a slam-bang end of the universe scenario on another. Anything can and will happen on a rift.

Aside from that, here are a few suggested rules to simulate life on top of a rift:

◆ The Difficulty of all 'Psychic' powers is reduced by 3 while on the rift.

◆ Temporal Vehicles can completely recharge their engines/batteries. This takes a full 24 hours on a passive rift, but only 2D6x10 seconds on one that is opened or active.





◆ The Rift itself can be used to provide the 'Teleport' Gadget Trait to any Gadget built using a Jiggery-Pokery roll. This teleport cab be used for time as well as space.

◆ While activating the rift as a wormhole or power source, a Disastrous Failure reopens it into a fissure and cracks start to appear in the fabric of reality.

Example: *The Cardiff Rift is all that remains of a Time Fissure caused by the explosive end of the Time War. As far back as the late 1800's, this rift was a source of paranormal activity related to the seepage of Artron energy into the surrounding area.*

Normally, it would take a day or so to refuel the TARDIS engines off of this energy, but Jack Harkness is wiring a tribophysical waveform macro-kinetic extrapolator into the TARDIS to speed up refueling by opening the rift a slight bit to let the energy flow more freely. Unfortunately, he rolls a Disastrous Failure while attempting his jiggery-pokery and the crack in reality widens to dangerous proportions...

Adventure Seed: The Vampires of E-Space
A failed time experiment causes a cross-dimensional rip that sucks a Romanian scientist into E-Space. When he returns, it is as a being of supernatural power and appetites with a far greater scientific knowledge than before he left. The people of the local village whisper 'Nosferatu' as the poor and desperate answer his calls to aid him in his great work and are never seen again... not by anyone living, at any rate.

In truth, the scientist is now a thrall of one of the Great Vampires, the last of its race to escape total destruction at the hands of the ancient Gallifreyans by fleeing into E-Space. He enslaves those coming to the castle, creating more thralls and pushing them to aid him in turning his ancestral castle into a giant dimensional resonator to rip the fissure wider and allow his master to cross over to conquer and feed.

The PCs arrive after detecting the fissure and are seen as witches by the already terrorized townsfolk. They must get to the bottom of the mystery and close the tear, while avoiding being burned alive, drained of blood, or sucked into the dimensional cross-rip in the process...



PARADOXES (PG.55)

In most cases, a paradox will be the focus of an adventure, with the characters seeking to correct an existing one or prevent one from forming. In these instances, the GM will have usually plotted out the results of the paradox and a number of ways the characters might intervene. But what do you do if the characters, whether through accident or design, cause a paradox despite all the best efforts of the Blinovitch Limitation Effect to hamper them?

The most obvious answer is to force them to live with the consequences of their actions by shunting them off into a parallel universe with no way to return. Time will unfold exactly as they have caused it to without harming the main timeline. The advantage of this is that you now have an entirely new universe to play with where you can totally change all the players preconceptions about Doctor Who: Daleks might be the good guys and the Time Lords might be the villians; Earth might be a backwater that never achieved Temporal Nexus Point status; there might be parallel versions of the characters running around who take exception to their presence; etc.

Another more extreme option is to allow the paradox to unfold in the main timeline and let the results take proper effect. Killed your own

grandfather, did you? Well, you cease to exist as more than a temporal anomaly (or at all if the GM wants to take it to its logical extreme), no one in the universe knows you anymore and everything you had ever done was never done. The main advantage of this method is that it will certainly put the fear of interference into the players knowing that their actions will have some serious consequences.

Of course the boring option is to engage in 'deus ex machina' and have the situation sort itself out through the timely intervention of someone or something else. Your campaign will stay intact, and the players won't lose their character, but you should give that character the Unadventurous Trait to show just how the near disaster has impressed upon them the true dangers of messing about with time.

Adventure Seed: Magnus Complex

When the character's arrive in the mid-51st century, their arrival is detected by primitive temporal sensing equipment. They are captured shortly thereafter by the precursor to the Time Agency, who try to force them to help a scientist perfect his Osmic Projector (see pg.68), which will eventually lead to the Vortex Manipulator. Helping to perfect the device won't make too much of a change in the natural flow of time, and in fact, might actually be part of it, so the they agree.

Once it is functional, however, it is immediately taken by the head of operations, Oedipus, who plans to use it to send a strike team back to assassinate Magnus Greel. Greel's Catalytic extraction chamber claimed the life of Oedipus' entire family when he was just a small boy, leaving only him alive to serve as the butcher's slave until he escaped to fight against him in the war. The problem, however, is that that Oedipus was kept alive because the infamous Minister of Justice was, in fact, his natural father, although the boy never knew it.

The characters find out the true identity of Greel's paternity, however, and realize that the strike team is about to create a massive paradox that could result in Earth being removed from the timeline. Telling Oedipus only inspires him to try and have them killed to hide the horrible secret, so they have to escape, travel back in time and protect Greel from assassination.



RELATIVE CAUSAL NEXUS (PG.55)

For the most part, the Relative Causal Nexus Theory is just an easy way for the GM to justify keeping the character's encounters with time-travelling adversaries linear in nature. It is also useful as a way to impress upon them the importance of individual relationships, no matter how brief, on a cosmic scale. 'What you do today may come back to you in the fullness of time.'

Your players may decide they want to prevent a problem before it occurs, say by kidnapping their arch-enemy when he is a baby and having him raised on a planet far from his home world to prevent him ever growing into the evil genius who has plagued their existence from adventure one. Let them try but implement the full force of the Temporal Nexus Point and Blinovitch Limitation Effect rules, both of which would apply in that situation. Baby Arch-Villain would probably have an RTD field strength of 2 surrounding him at the very least due to the Relative Causal Nexus he shares with the PCs.

And even if they do manage to get him away, the fluid nature of time will likely divert him right back onto his original path, probably resulting in the destruction of the innocent folk that the PCs left him with. Alternately, another person who looks very similar to him, with as similar manner and evil disposition might fill in the void he left behind, doing the exact same things at the exact same times, preserving the original timeline as closely as possible.

Time has a nasty habit of self-correcting like that...



Adventure Seed: Crossroads of Time

In a cosmic traffic accident that defies all probability, multiple incarnations of the same Time Lord end up crashing into each other at a strange temporal crossroads at the centre of the web of time and careering off into the wrong eras of their Relative Causal Nexus, meeting adversaries and reliving events out of sequence to their original timeline.

The danger in this situation is massive as just one altered event or the elimination of an earlier incarnation by a later adversary could cause universal chaos as time rips itself a new one trying to correct such a massive ontological nightmare.

This is a mutli-part adventure in which each incarnation must identify the problem, avoid interfering in their own past or future and then find their way back to the Crossroads of Time so they can return to their proper place within the sequence of their Relative Causal Nexus. They may even end up having to revisit old glories to help their other selves out...

RELATIVE GALLIFREYAN ABSOLUTE TIME (PG.57)

In a campaign set before the destruction of Gallifrey, time is much more orderly, the existence of the Time Lords serving as a vital universal metronome for the flow of causality. Time seems better able to heal itself and time spurs and paradoxes are relatively rare. In the game, this can be represented by the awarding of a single Story Point once per game, to a character trying to solve or prevent a paradox.



COINCIDOX

It can sometimes happen that, as you travel through time, the obvious slip-ups happen. You visit Shakespeare and make an off-hand quip about how 'all the world's a stage' and next thing you know, the Immortal Bard is plagiarizing you to write the very words you learned from him. You visit a pawn shop in the future, buy a watch and then accidentally lose it in the building that becomes the pawn shop in the future with that watch to sell. Where did the watch come from? These are obvious paradoxes, but unavoidable, especially after '900 years of phone box travel,' so why hasn't the universe gone 'boom?'

Believe it or not these little bits of coincidental paradox, or Coincidox, happen all the time but the universe seems to take neither notice nor care of them. No time spurs form, no dimensional cross-rips occur, there's not the slightest change in the timeline at all. The cosmos just seems to go with the flow and let it happen, sweeping any untidy questions under the temporal rug. In fact, a time traveler who learns to use it sparingly and with a bit of caution will find it a useful tool in their temporal toolbox.

Coincidoxes can make for very interesting storylines but they can also serve to provide characters with an opportunity to use the round-a-bout nature of time to their advantage. With your permission and the expenditure of 3 Story Points, the player can activate a bit of Coincidox for the current story.

Example: *The Doctor is sent back in time without the TARDIS by the Weeping Angels. The sixties not being known for its advanced time technology, this leaves him in a bit of a pickle with no way to communicate with the future and forced to 'live' through the next few decades. The player spends 3 Story Points to activate a Coincidox. It 'fortunately' turns out that the Doctor was given a video transcript by some shop girl in a previous trip that he can use to help them communicate with the future and gain access to his TARDIS again.*

While a sharp player could come up with a useful bit of Coincidox on their own, the most effective method of working this into your stories is to plan ahead. When writing your adventure, write a single possible 'Coincidox Loop' off to the side just in case the players want to activate it. The trick to keep it from being abused is to only do this once every few stories so the players don't get used to relying on it. Just tell them that 'things just didn't work out that way this time' when you haven't planned for it or don't feel like making one up on the fly.



TEMPORAL NEXUS POINTS (PG.57)

In the period set before the Time War, TNPs are another form of story MacGuffin to explain why it is that no matter how hard you try to save Archduke Ferdinand and prevent WWI, he still manages to get himself killed or does something else really stupid that sets the whole thing off anyways. Think of it as a convenient 'get out of paradox free' card that the GM can occasionally play to keep the players from totally messing up his campaign. This doesn't mean that there won't be consequences for these sorts of actions however, and the players shouldn't be left to feel that these sorts of interventions have no real weight. Small changes may still occur that can impact the character's live irrevocably.

Probably the best punishment for instigating or failing to stop such TNP intervention attempts is to change the character's personal history in subtle ways. If the Arch-Duke lives or is killed somewhere else, the tiny ripples of causality emanating from that changed event could result in the character no longer having certain connections within a certain organization, or they might never have learned a certain skill. In effect, they could lose a Trait or a skill point. They may, as time-travelers remember that they used to hold a position at UNIT, but for some reason, when they get back, no-one knows them!

After the destruction of Gallifrey, things get really fuzzy and saving the Arch-Duke could have some real, history-altering, consequences. WWI doesn't start as soon, or ever and tensions continue to simmer until the period of WWII. Only this time around, Germany never lost its status as a European superpower, the Nazis don't exist and now the German Emperor has atomic weapons designed by the Jewish scientists that didn't run from the non-existent Nazi menace. Other nations steal the tech or develop it on their own and now WWII (which is actually WWI) ends in a nuclear holocaust.

So now you're stuck with having to reinvent history for the entire universe. How do you manage it?

Well, the simple answer is, you don't have to. The first tool in your toolbox against player numb-skullery is the Blinovitch Limitation Effect (see pg.190). If you think an event or period is so important that it qualifies as a fixed point in time, then an RTD field of 1 or even 2 would not be amiss for the persons, places or things involved. The Arch-Duke Ferdinand, for instance, would have an RTD of 1 against any attempts to save him, and Hitler might have a 2 or 3 up until the moment he retreats into his underground bunker in 1944. Your universe. Your call.



Adventure Seed: The 4th Reich

The PCs land on a beautiful vacation planet on New Year's Eve, 2945. As they take in the surroundings, the planet is invaded by a fleet from the planet Earth. Even more bizarrely, the soldiers dropping to the surface appear to be Space Nazis!

Eventually, the PCs will discover that history has been changed. Hitler was killed early on in WWII and smarter, saner, yet even more deviously evil people took over and managed to prosecute a successful war. A thousand year Reich followed and the Nazi Empire spread across the Earth and out into space to carve out an interstellar empire. The Earth Empire has been quiet for over a century, but as the Third Reich comes to a close, the Nazis are once again sending out invasion fleets to inaugurate the beginning of the Fourth!

With Gallifrey gone, it is up to the players to go back, find out what went wrong, and then save a ruthless dictator so that the timeline can return to normal.

Unfortunately, the TARDIS has been recognized as an alien artefact of unusual power and taken by the SS Special Research Corp. The characters will have to find a way to get to Earth and infiltrate SS headquarters to retrieve it!



TIME DIFFERENTIALS (PG.60)

Time Differentials are another story based MacGuffin, this time used to rationalize why the 5th Doctor has a bald spot and middle age spread when he meets his 10th incarnation and why Rose c.2005 will look like Rose c.2015 when they meet, regardless of the fact that one is a teenager and one is almost thirty.

Rules wise, contact between two versions of the same person when the time differential is small will cause an explosive release of artron energy that causes D6 points of Ingenuity damage to that person and anyone touching them at the time of contact. All equipment within that 2D6 yards will also suffer damage equal to D6 + their Tech Level and all other living creatures within that range will suffer 1 point of Ingenuity damage as well.

Example: *The Brigadier, transported to an alien ship from two different time zones, meets and makes contact with his earlier self, causing an explosive release of Artron energy.*

A D6 result of 5 results in 5 points of Ingenuity damage to each version of the Brig, knocking them both out cold, and a blast radius of 5 yards that overloads the alien's Symbiosis Generator, which suffers its TL of 10 + a D6 roll of 3 in damage, destroying it (and, incidentally, killing all of the aliens hooked up to it). The Doctor, Turlough, Nyssa and Tegan also, within the 5 yard blast radius, suffer 1 point of Ingenuity damage each from the explosion.

On top of it all, the GM rules that the earlier version of the Brig will not only have his memory of these events time-locked due to the Blinovitch Limitation Effect (see pg.190) but will also acquire the Amnesia Trait for all his memories related to the Doctor. The moral of this story: Touching yourself can cause a world of hurt, so don't do it...

When larger differences in relative age occur, the time differential does not short out. Also, should the two versions make contact, no Artron explosion will occur. The RTD level will automatically raise by 1, instead, as the massive output of excess energy strengthens the Blinovitch Limitation Field (see pg.190), which can be far worse, resulting in Temporal Backlash (see pg.189) or other, more specific and deadly effects determined by the GM.

Example: *Rose, stuck in a Time Spur due to her ill-conceived attempt to change time already, compounds her folly by touching herself as a baby. The RTD level of the area, already a 3 thanks to her previous efforts, shoots up to 4.*

As the whole area is already caught in a Time Spur, the GM forgoes rolling on the Temporal Backlash table and decides, instead, to allow the Reapers to bypass the protective walls of the ancient Church she and the last holdouts of the area are hiding in. The Doctor gets eaten before he can point out how stupid Rose has been...

Clever characters with the requisite know-how, however, could use 3 Story Points and Jiggery-Pokery at Difficulty 21 to artificially 'short out' the Time Differential for 2D6 hours per level of success and allow themselves time to sort things out. A Failure, however, will lead to Random Temporal Backlash (see pg.189).

Adventure Seed: The Professor Peter Principle

Ogden Peter, an Earth Professor, stumbles upon the remains of an alien time corridor device (possibly an Osmic Projector left over from a Sontaran incident) and his research into it leads him to develop a functional facsimile.

Unfortunately, ihis machine is extremely flawed. It is not only limited to travel within the Professor's lifetime, but every time he uses it, the time corridor pulls his past and future selves back with him and deposits them in the present but 20-120 (2D6x10) miles away from the device. It also creates a very unstable time corridor that tends to sweep the vortex clear of anyone (or thing) travelling it.

The PC's TARDIS is caught up in one of these sweeps and materializes within a few miles of the Professor's lab, but only after at least a dozen versions of the Professor have already been deposited in the present. Up until now, all the past and future versions have managed to avoid each other (although quite a few of them are awfully confused at this point and getting themselves into all sorts of trouble).



Unfortunately, the strain on the timeline is starting to draw them all back towards the time device and into contact with each other. Of course, the scale of destruction from the release of so much Artron Energy in the local space-time locus would be appalling and the players must find a way to prevent it and return the Professors to their original time lines.

Professor Peter is not evil, just involved with forces well beyond his understanding and ability to deal with. He may, however, be a lab rat himself, and his discovery of the device and later experiments might actually the result of a larger experiment run by an alien intelligence who wishes to see the effects of a massive Artron explosion on space-time.



TIME EDDIES (PG.60)

Time Eddies usually occur in the game as a result of a misjump result when travelling the vortex (see pg.66). The GM can also use them as a plot hook to drop the characters into the current adventure. Travelling to the planet of Lostin Paradize for a vacation? Ah, too bad you were caught in a time eddy and flung out of the vortex onto Deathworld Alpha.

You could also use a Time Eddy as a clue for players who might have wandered off the trail of the adventure a bit, as finding a new one forming rapidly can be a vital clue to temporal chicanery. You should use these sorts of hooks sparingly, however, to avoid boring repetition and the feeling of railroading.

Getting caught in a Time Eddy traps those who are unprotected by a time capsule (those being projected or scooped, for instance) in a form of stasis of which they are unaware and from which they are unable to escape without external help (requiring some form of temporal retrieval equipment and an Ingenuity + Technology roll at Difficulty 21). Without such assistance, the poor unfortunates trapped in this way will twist

and turn in the eddy, spiraling towards its center helplessly until, at the most turbulent portion of the whirlpool, the energy field protecting them becomes unstable and they dissolve into the vortex. This whole process takes roughly 2D6x10 hours depending on the size of the Time Eddy.

Example: *A mysterious enemy pulls the Doctor's 4th incarnation out of time and space using a time scoop, but manages to get him trapped in a Time Eddy in the process. The GM rolls a 2D6 and gets a 9. For the next 90 hours, the 4th Doctor, unaware of his plight due to the stasis effect of the Eddy, will be protected by the Scoop's energy field. Unless something is done to at least stabilize the situation, however, he will be lost to the Vortex.*

Somewhere else in space-time, the 5th Doctor clutches his chest and collapses as a part of him is removed from existence...

Those who are travelling in a proper time travel capsule when they get caught in a Time Eddy may attempt to break free by making a Coordination + Transport roll at Difficulty 18. The GM may raise or lower this difficulty level for weaker or stronger eddies, add 1 to it for each successive failed attempt, or disallow a roll altogether if getting caught is part of the adventure.

A Good or better success frees the TTC to continue its journey with no ill effects. Success frees the TTC, but it must immediately exit the vortex in the vicinity of the space-time locale of the disturbance. Failure frees the TTC as with a regular success, but causes a point of damage in the process. A Bad Success means the TTC is stuck in the Eddy and takes D6 damage. A Disastrous Failure means that the TTC gets thrown into a Chronic Hysteresis (see pg.53).

Example: *The Doctor gets caught in a Time Eddy of massive proportions. Spiraling backwards at an alarming speed towards the center of the disturbance, he must act quickly or face the possibility of becoming trapped forever.*

Flooring the Helmic Regulator and attempting a phase shift as quickly as he can, the Doctor's player throws the dice and get's a 3. With his Coordination of 5 and his Transport skill of 4, this brings him to a total of 12, which results in a Bad Failure, which prevents the TARDIS from breaking free and causes D6 damage to it in the process. Now caught even deeper in the spiral, the GM raises the Difficulty of breaking free by 1, to 19.

The Doctor, desperate, runs to the power controls and shunts all existing power into the engines and tries again, throwing a 4 this time, which, with his +9 from Attribute and Skill comes up a 13. Normally, this would be another Bad Failure, but the GM determines that the power boost to the engines reduces the Difficulty of the roll by 6, resulting in a Success instead.

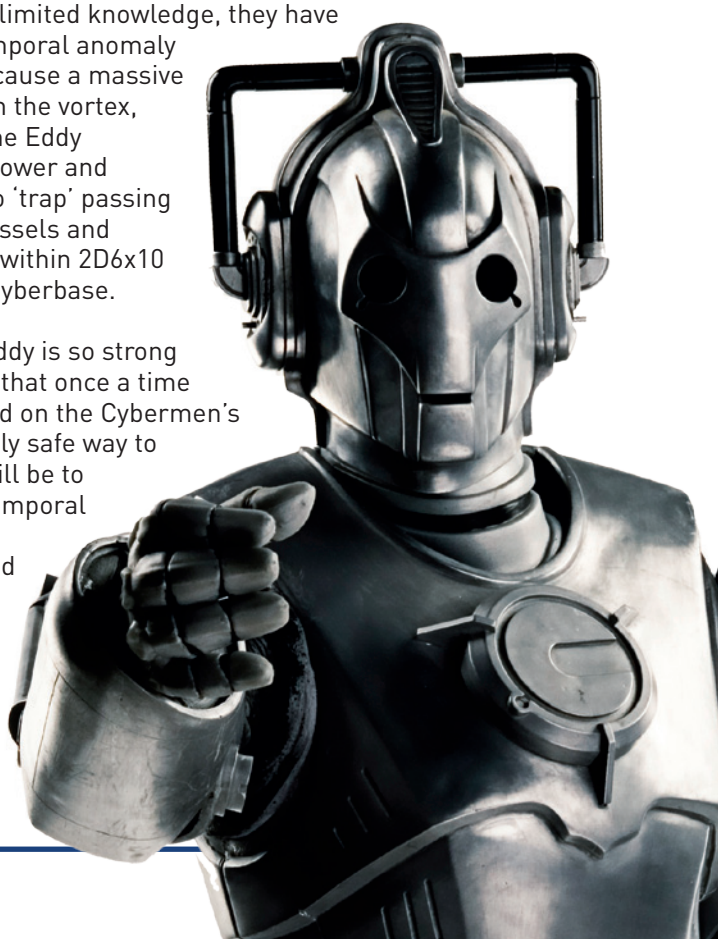
The TARDIS is thrown out of the vortex and into real-space at the center of the time disturbance causing the Time Eddie. The strain on the Dynamorphic Generators and an overloaded console means that the TARDIS will need time to cool down and recharge before it can take off again, but until the source of the temporal disturbance is found and dealt with, the Doctor and Amy are, for all intents and purposes, trapped in this area of space-time...

Adventure Seed: The Fly Trap

The Cybermen, who are too coldly logical to fully grasp the philosophical aspects of temporal theory, have decided that it would be easier to just steal time technology from others instead.

Using their limited knowledge, they have created a temporal anomaly generator to cause a massive disturbance in the vortex, forming a Time Eddy of immense power and proportions to 'trap' passing time travel vessels and deposit them within 2D6x10 miles of the Cyberbase.

The Time Eddy is so strong (Difficulty 30) that once a time ship is trapped on the Cybermen's planet, the only safe way to leave again will be to disable the Temporal Anomaly Generator, and to do that, the crew will have to walk right into the lion's den...



TIME SPURS (PG.62)

Whether created as part of an adventure or as a result of player numb-skullery, a Time Spur will have a few concrete effects (on top of those caused by The Blinovitch Limitation Effect).

◆ All contact with the universe and dimensions outside of the Time Spur, including the space-time vortex, are immediately cut off. That means leaving the area of the Spur is impossible and any Dimensionally Transcendental Capsules will find their Real World Interface cut off from the interior spatial dimension.

◆ Escaping a Time Eddy (see pg.60) caused by a Spur will never result in the characters entering the Spur. On a regular Success or Failure, the TTC bounces off the spur and takes an additional point of damage instead.

◆ Entry from outside of the Spur is possible, but requires a 'connection' with something inside the Spur in order to pass through its skin in a process very similar to and completely unlike osmosis. This requires a bit of Jiggery-Pokery at Difficulty 21 to fix a power source to the connection and send out a 'binding' signal, and it will take 2D6x10 minutes for the process to complete. The 'connection' can be a key to a TARDIS, a blood relative inside the Spur, or anything else the GM approves and, if the roll is successful and nothing interrupts the process, the two will be reunited inside the Spur. This can even reunite the Real World Interface with the pocket dimension of the TARDIS.

Example: *Rose causes a Time Spur to develop when she saves her dad from a hit and run accident. The Doctor discovers this when he tries to enter his TARDIS and finds an empty shell in place of a control room. The only way out of the Time Spur is to correct the Paradox, which means Rose's dad has to die in that accident.*

Later, however, he realizes that there is a way out of the Time Spur in his very own pocket: the TARDIS key! Using the key and a cell phone battery to power it, he makes a Jiggery-Pokery roll. He adds his Ingenuity of 9 to his Technology of 5 and his roll of 10, scoring a 24, which is more than the Difficulty of 21. This sends out a binding signal and the TARDIS starts to reform around the key. A way out of the Spur has been found and that means Rose's dad can live!





Unfortunately, Rose then compounds the problem by touching her infant self, cutting the TARDIS off once again and getting the Doctor eaten by Reapers in the process. Pete realizes that the only way out now is to solve the Paradox and he throws himself in front of the car that should have killed him in the first place. His sacrifice breaks the Time Spur and all returns to normal with only a slight change to the timeline as Rose gets to say goodbye to a father she never knew...

Adventure Seed: Spur of the Moment

A massive battle between two ancient races rages on in a Time Lock in an alternate universe. Unfortunately, the Time Lock is turning into a time loop thanks to a temporal mishap that has caused a Time Spur at the precise space-time locus as The Moment. The tremendous temporal flux involved has caused the Spur to project itself into the PC's universe, causing all sorts of temporal tumoil and threatening to split the Vortex open. Fortunately, the alternate universe versions of the PCs have a plan: using one of their number to form a binding signal, they've drawn the player's PCs into the spur to help.

Will the PC's comply and what will they find when they get to the alternate universe? Are their alternate selves evil doppelgangers, reverse Time Lords, the opposite sex or something even weirder? And even if they can save The Moment and end the alternate Time War, can they get back to their universe before the puncture between the two closes?

TIME TRACKS (PG.62)

A skipped time track can either be written into an adventure to provide vital clues for the players. It might also occur as a result of a misjump, but only if you, the GM, want to use it in place of a normal result. It should never occur randomly. In any case, the timing and side-effects of the displacement depend on the specific type of of skip, chosen from one of the following.

Temporal Future Displacement

These sorts of skips typically place the travelers 2D6 hours (or further if the Gamemaster desires) into the future where they will have 2D6x10 minutes to wander about incorporeally before they are pulled back into the proper place on their timeline. While they wander, temporal sensors may detect their temporal wake by rolling the operator's Awareness + Science against a Difficulty of 18.

Physical Future Displacement

A physical displacement can place the characters anywhere along their future timeline with enough power behind it, but the average skip will propel them 3D6 days into their future. Once there, they will have 3D6 hours before they are pulled back into their proper place.

5D Isometric Inversion

Being pulled into an alternate timeline offers unique problems of its own. First of all, the GM must determine just how different the universe is. You don't have to map out every choice made that makes the universe different, just make something up that sounds interesting. If you want a mirror universe where the good guys are bad and the bad guys are good, just go with it. Alternately, choose one critical decision and extrapolate from that (as when Donna decided to turn left).

You must also determine how the characters can return to their own universe, as there will be no natural return in this type of skip. Did the TARDIS travel with them? Does it need repair or power? Or will they need to find some analogous technology and beg, borrow or steal it so they can get back?

Interstitial Time Transition

Although extremely dangerous, a slide into Interstitial Time is also mercifully short, typically lasting only 2D6x10 minutes. Alternately, you might set a specific goal that the players must complete, like retrieving a vital clue, before they return to the normal universe. As for what creatures they might meet while trapped there, the Gamemaster is encouraged to come up with his own time devouring monsters and ethereal hunting beasts, but there is a sample predator on pg.202 to use for those times when you haven't planned for the players skipping a time track...

Forced Jumping of Time Tracks

Knowledgeable characters, like those who have experienced a skip before, may attempt to intentionally jump their Time Track to help them through a difficult adventure. This is an extremely difficult task and requires a TARDIS or other TTC, 6 Story Points and an Ingenuity + Transport roll at Difficulty 24. For each level of success, the characters will have 2D6x10 minutes to roam around their personal future to gather clues.

Failure causes 1 point of damage to the TARDIS or TTC, Bad Failure causes D6 points of damage and a Disastrous Failure causes D6 points of damage and results in Random Temporal Backlash (see pg.189).

Adventure Seed: Meet The New Me...

After a pleasure jaunt to a beautiful unspoiled world, a tiny deposit of dirt falls off the Time Lord's sleeve and into the interior of the control panel as they set the coordinates. The silica in the dirt is from a rare, temporally active mineral and it shorts out the controls, causing the TARDIS to skip time tracks.



They end up a whole week into the Time Lord's future, but they don't like what they find. The Time Lord, apparently regenerated after some fatal event, has become completely evil and is helping an evil alien race to conquer the Earth, laughing as his distraught companions die screaming to provide the power for an alien doomsday device.

Is this actually the Time Lord or an imposter? Are the companions really doomed to provide the means for the destruction of Earth? And what happened to set this chain of events into motion? The Time Lord and his companions (who may well be very untrusting of him at this point) have 2 hours to wander around the horrifying present and try to figure out what happened before they are dragged back into a present with a horrifying future...

INTERSTITIAL PHANTOMS

Not everyone ends up in interstitial space by way of a skipped Time Track. Some end up there due to time experiments gone wrong, an extremely rare malfunction of a Transmat, or are so unready to leave their mortal coil and have such strong wills that they transition their 'spirit' to interstitial time to avoid death.

Once there, they slowly fade away until they become monsters who hunger for the life energy of those who live outside of their domain. On certain occasions, they can pierce the interstitial veil and try to attack and possess those living in the normal universe.

An Interstitial Phantom look like a photographic negative of their original form. They can expend a Story Point to look normal for a scene in order to hide their true identity and hopefully get close enough to attack. If there is a large party, they will try to split members off to attack them one at a time, instead.

A Phantom attacks by grappling its victim, its interstitial energy form stunning the victim for as long as the Phantom remains in contact. It then draws the life energy out of them, usually through the mouth, converting the damage into Story Points.

Once the victim has died, the Phantom will attempt to Possess their body and ride it out of interstitial space, where they must continue to feed. They lose 1 Story Point per day (extreme exertion might cost them up to 2), and once they reach 0, they transition back into interstitial time.

Phantoms, themselves, do not take Attribute damage, but take damage directly to their Story Points. Once these are depleted, the Phantom becomes incorporeal for D6 hours before reforming with 1 Story Point.

INTERSTITIAL PHANTOMS



AWARENESS	D6	PRESENCE	D6
COORDINATION	D6	RESOLVE	5
INGENUITY	D6	STRENGTH	D6

SKILLS
Fighting 3, Knowledge 3, Subterfuge 5, Survival 5

One Additional Skill from their former life at 2.

TRAITS
Fast, Keen Senses (Major), Possess (Special)

WEAPONS

Grapple	S / **S** / S
Life Drain	3 / **5**/ 7

STORY POINTS: 3 - 5



ARTRON ENERGY LEVELS



The Vortex emits a special type of temporal background radiation known as Artron Energy. Those who travel through it absorb some of this energy into their bodies, and those who make frequent use of time travel devices will often have high Artron Levels that can be readily detected by time sensitive equipment.

Fortunately, this radiation is benign for the most part and is no more likely to adversely affect the traveler's health than any other type of low intensity radiation (although it is highly ill-advised to expose beings to the Vortex when they are in the middle of a reproduction cycle). In fact, the energy is highly unusual in that it has qualities similar to the psychic life energy possessed by living beings and can strengthen mental abilities as well as 'give life' to semi-sentient temporal machinery, like TARDISes.

A character's Artron Level goes up by 1 every time they take the Time Traveler Trait. This allows them to activate Artron energy based technology by touch. Characters with extremely high levels (6+) can actually power such technology form their own bodily store of Artron energy, imbuing it with Story Points equal to their Artron Level once per adventure.

On the downside, high Artron Levels make it much easier to detect time travelers, giving those with the right sort of scanning equipment a bonus equal to the character's Artron Level on any roll to locate them using temporal energy scanners.

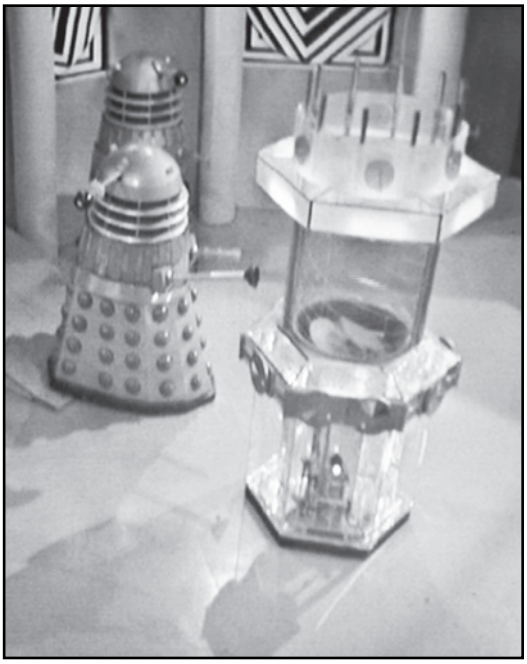
Furthermore, certain alien races have been known to target and kidnap individuals that have high Artron Levels and will often use their victims as living batteries to power their specialized equipment, draining their Story Points completely in the process. Usually, they do this sparingly, allowing the victim to 'recharge' between uses, but they can also 'strip mine' the energy when they need extra power, draining not only Story Points, but the life force as well (gaining 1 additional Story Point for every point of damage caused).

ADVANCED TEMPORAL DEVICES

The temporal manipulation devices discussed in ***Chapter 4: Temporal Mechanics 101*** are really just the tip of the iceberg, with each new time aware civilization placingt its own spin on the form, function and philosophy behind temporal technology.

Some Time Corridors might be stargates of massive size, while others are seemingly pointless doors standing in the middle of a room. Some may lack the safety features of the standard Time Corridor while others may have some new technology that makes them relatively permanent and largely indestructible so that they never bother to do research into freestanding temporal vehicles. Vary it up.

In this section, we present three temporal devices as examples of this. Two are variations on the TARDIS once used by enemies of the Time Lords and the third is an extremely powerful variation on the Time Loop developed by the Time Lords themselves.



DARDIS (SPECIAL GADGET, TL9+)

The Daleks, at one point in their future, developed their own version of a TARDIS. Although it was much more primitive, lacking the refinements and semi-sentience of a true TARDIS, it was dimensionally transcendental (although limited in interior size) and capable of many of the same manoeuvres as a TARDIS (see pg.78).

The Daleks abandoned the use of the DARDIS after unsuccessfully trying to pursue and capture the Doctor in a chase across space-time. After their failure, they concluded that the resources and mutant-power needed to construct such a highly advanced, but weaponless, TTC were better spent simply attaching time drives to less advanced, but fully armed, battle-cruisers.

TRAITS: Bigger on the Inside (Special), Forcefield (Major), Scan, Transmit, Vortex

STORY POINTS: 12

SIDRAT (SPECIAL GADGET, TL9+)

Created by the renegade Time Lord known as the War Chief, these 'pseudo-TARDIS' TTCs were designed as means to ferry large battalions of troops across time and space. Although the SIDRAT (pronounced Side-Rat) technology appeared to be quite advanced in the eyes of lesser species, it was actually quite primitive in design and overall application, being nothing more than a jumped up troop transport lacking the semi-sentient nature or even the low end systems and capabilities of a real TARDIS.

SIDRATs were piloted remotely from a central control room and had only minor interior controls (door, atmosphere, etc.) of their own, which could be overridden. They were dimensionally transcendental in a limited, finite fashion, but their interior dimensions could be changed at whim within those parameters by the remote operator. This dimensional flexibility, along with remote capability, came at a price, however, speeding up the already shortened lifespan of the individual units.

All known examples of SIDRAT technology were confiscated and destroyed by the Time Lords during the affair with the War Lords, but a relatively competent Time Lord (one with the Time Lord Engineer Trait) could create something similar if they have access to the right technology, and in a far shorter time than it would take to grow a real TARDIS.



TRAITS: Bigger on the Inside (Special), Forcefield (Major), Transmit, Vortex, Restriction (Lack of Interior Controls, Limited Lifespan*)

*Every use of a SIDRAT to travel through the vortex requires a permanent expenditure of 1 Story Point. When all of these are gone, the TTC stops functioning permanently.

STORY POINTS: 8





TIME LOCKS (SPECIAL GADGET, TL10+)

Time Locks are a highly advanced form of Time Loop that allows a series of events to play out in a small singularity of secondary space-time without affecting the rest of the primary universe.

Like a Time Loop, Time Locks create a parallel time line that starts at Point A on the main timeline and then loops back again to that same point A. Unlike Time Loops, this parallel timeline grows larger as more relative time passes within the Time Lock itself and continues to grow until the 'Moment' (a temporal key linked to a specific event) transpires, at which point the end results occur in the real universe. Gallifrey, for example, was the home of the most powerful civilization in the universe just before the Time Lock that contained the Last Great Time War was initiated. One microsecond later, it ceased to exist, its planetary system replaced by a cloud of dust and rocks and it's people reduced to so much myth and legend.

Creating a Time Lock require a massive amount of power (like that of a supernova or black star) highly advanced temporal technology and a thorough understanding of Temporal Mechanics. It is theoretically impossible to enter or leave one, although the latter has happened on not just one, but three separate occasions in the case of the Last Great Time War. Breaking into it or out of a Time Lock requires some method of Time Travel, 12 Story Points and an Space-Time Navigation roll with a +12 Difficulty modifier from the intense churn of the vortex around it. Success allows the players to pass in or out of it, but at the cost of 2D6 Damage to the TTC. On a Good Success the TTC only takes D6 damage and a Fantastic Success, it only suffers 1 point of damage.

Minor Time Locks, much weaker than the one enclosing the Time War, are possible with the right technology although they are just as power hungry and require something like a Time Rift to power them for even a short period of time. These minor locks could serve a number of functions. The one in Torchwood's Cardiff HQ was designed as a final defensive measure against invasion, for instance. They could be created by a powerful enemy, like a renegade Time Lord, to trap the players or remove some important historical event from the timeline. A truly cunning adversary might even create one to provide an extra-temporal hidey-hole for themselves, with a special stabilized entrance that allows for smooth transition into and out of the lock.

The players won't need as many Story Points to enter or leave a minor Time Lock so use the same rules above, but reduce the Story Point cost by 6. In addition, the players may disable a minor Time Lock altogether with appropriate action and the expenditure of 6 more Story Points.

TRAITS: Stasis Field*, Time Loop**

*The Stasis Field represents a thin (2D6x10") membrane around the Time Lock known as the Temporal Penumbra. Anything that enters this field becomes 'stuck' until the Time Lock is broken, at which point they continue along their merry way.

**The Time Loop inside a Time Lock is infinitely expandable and lasts until the 'moment' occurs. This costs 6 Story Points.

STORY POINTS: 10

CHEAP & NASTY TIME TRAVEL

If you need a quick result or just don't care for the more detailed rules given in ***Chapters 4*** and ***5*** for Time Travel Devices and TARDISes, use the following rules instead, The results require a bit more GM improvisation but they make up for that in speed and ease of use.

THE NAVIGATION ROLL

The pilot makes an Ingenuity + Transport roll against a Difficulty chosen by the GM (see the table to the left for suggestions). The TTC will expend a number of Story Points in 'fuel' based upon the level of success achieved.

Fantastic (1 Story Point)
The trip goes off without a hitch. The players arrive exactly where and when they planned to. In addition, the main pilot gains a Story Point to represent some random bit of good timing or positioning brought about by their arrival.

Good (2 Story Points)
The trip goes off without a hitch. The players arrive within a few minutes and yards of where they planned to.

Success (3 Story Points)
The TTC gets thrown slightly off course, and the main pilot must spend a Story Point or arrive somewhere inconvenient (with the door blocked, within difficult terrain, in a locked closet, etc.), that is within one hour and one mile of where they planned to.

Fail (3 Story Points)
The trip goes off course and arrives somwhere inconvenient (as above), that is at least 2D6 hours and 2D6 miles outside of where they planned to. It's a rough trip and the main pilot must spend a Story Point or the TTC takes a point of damage.

Bad (4 Story Points)
The trip goes wildly off course and arrives somwhere dangerous (on the edge of an abyss, in the enemy control room, etc.), that can be anywhere in the cosmos that the Gamemaster feels is appropriate. The TTC takes 2 points of damage. The travellers must also make a Coordination + Atheletics test at Difficulty 12 or take D3 damage from the rough ride.



CHEAP & NASTY TIME TRAVEL



SITUATION	DIFF.
Returning to the last place you left	12
Average trip through the Vortex	15
Minor turbulence or interference from an external source of limited power like a minor Vortex entity or a Temporal Gadget (with 2 -5 Story Points).	18
Heavy turbulence caused by time eddies, rifts or other disturbences brought about by strong extrenal forces like Vortex entities or Temporal Gadgets (with 6-9 Story Points).	21
Massive disturbances in the Vortex caued by major temporal phenomena like Time Spurs or dimensional cross-rips, or massive external interference from black holes, quasars, Chronovores and Temporal Gadgets (with at least 10+ Story Points)	27
Disturbances caused by massive temporal backlash resulting from the use of the most insanely powerful temporal technology (like a Gallifreyan Time Lock)	30

Disastrous (All Remaining SP)
As above and the TTC opens a rift, skips a Time Track, or otherwise endangers the crew and the fabric of the space-time continuum (choose or roll on the Random Temporal Backlash Table found on pg.189).

This causes 3 points of damage to the TTC and drains it of all Story Points, which cannot be recharged until the end of the adventure. It also forces the travellers to make a Coordination + Athletics roll at Difficulty 15 or take D6 damage from the rough ride.

TTC DAMAGE & REPAIR

Every point of damage a TTC takes reduces its permanent Story Point Total by 1. If a TTC is ever reduced to 0 Story Points, it is destroyed.

Assuming the TTC is not destroyed, permanent Story Point loss can be repaired by making an Ingenuity + Technology roll at a Difficulty of 15 + the number of points you want to attempt to repair in one go (up to the original amount lost). Each repair attempt takes 2D6 hours.

The Gamemaster is encouraged to come up with specific damage effects for each hit the TTC takes, describing the effects as they find appropriate. A one point hit might 'fry the Zyton Crystals' while a 3 point hit might cause a 'massive console blowout that throws you to the floor and grounds the ship.'



JUDGING TARDIS USE

The TARDIS is the most powerful and unique temporal vehicle in the history of the universe, with so many advanced systems and capabilities, even Time Lords have difficulty remembering them all. A single Time Lord will specialize in a few systems, having a basic understanding of a good deal more and leave the rest to the other 5 operators that were standard on most Gallifreyan TTCs. They're that complex!

Such wonderful, magical macguffins provide great opportunity for the telling of epic tales across all of time and space, but they also require a deft touch to keep them in their place as interesting storytelling tools and to keep them from dominating the game. The rest of this chapter will be devoted to advice on ways to do just that.

DRAMA VERSUS DETAIL

A potential problem with a TARDIS is the complexity of it. In this book, we have covered a lot of systems and have provided some mechanical bones for you to hang a game on, but there are a few things you need to remember when applying them in your game..

It's Basically a Magic Box...
We couldn't possibly cover every system in the TARDIS. We covered as many as we could, and the Doctor Campaign Books will cover a few more that were specific to certain stories, but for the most part, they are all just the tip of a dimensionally transcendental iceberg.

This means that should a player come up with a good idea for using the TARDIS to solve a problem, you shouldn't simply dismiss it out of hand just because 'that system has never existed in the series.' As long as they can come up with some suitably pseudoscientific rationale for it ('Wabbo! It makes all the Daleks disappear!' is not a good rationale), you should consider how it relates to the other systems and use that as a baseline for making a ruling. If you can't think of anything off the top of your head, just remember...

It's Powered by Handwavium...
This is why each TARDIS comes with such a large number of Story Points: to represent the power and massive potential of the myriad systems

not already covered and to represent the almost limitless variety of ways in which they might be applied to any problem.

If your players are out of options, no particular system seems to fit and they need a quick macguffin, then the TARDIS can probably be of use. Simply have them make whatever roll is appropriate and use the TARDIS Story Points in just the same way as they would their own.

As before, the player should endeavor to provide at least some sort of rationale for their actions and how the TARDIS fits into their plans. And if that plan contradicts some established fact about how the TARDIS works, just remember...

It Follows the Laws of Dramatic Necessity...
Almost nothing should stand in the way of a ripping yarn, especially some odd bit of technical gobbldigook that only came into existence as the focus of some other dramatic moment in some other story!

Now don't get us wrong: consistency is a good and wonderful thing to hang your hat on, and you shouldn't just chuck everything out the window in the name of expediency. Players will need some basic understanding of the way things work to make decisions during play.

No, what we're saying is, when the chips are down, the universe hangs in the balance and the players are out of options, let them come up with something clever, assign some Story Point value to it (in the neighborhood of 6 to 12 points for the really off the wall stuff) and let 'er rip! Never slow down the game and kill the dramatic mood by frantically searching through the book for an answer. In exciting moments, the answer is to wing it! that's what the Doctor does...

CURBING TARDIS ABUSE

Abuse of the TARDIS is another potential problem for your campaign. With so many wonderful toys on board and a such massive number of Story Points to use to solve a plethora of problems, it can be quite tempting for the players to turtle up inside the thing and try to fix all their difficulties from the console room.

As a rules of thumb, unless the whole adventure revolves around the TARDIS itself (see pg.211), if the players resort to using the TARDIS and its systems more than 3 times for relatively minor problems during an adventure, you should consider using one of the following 'GM Gambits' to remove the TARDIS until the end of the adventure in question. You might even write one of them into the adventure from the get-go, not just to prevent abuse, but to provide a bit of dramatic intensity as well.

All of the following have occurred many times, during the Doctor's adventures...

The Aztec
Perhaps the simplest way to part the players from the TARDIS is to have something come between them and it. This could be a rockslide, a counter-weighted door that can only be opened from one side, or even a force-field placed around the ship so that no-one can enter it until the characters find a way to deactivate it.

The important thing is the players will need to find the time, tools and/or manpower to recover their lost time machine, all the things that require interaction with the adventure you have worked so hard on.

In adventures split between multiple time zones, you can use time, itself, as a barrier, placing the TARDIS in one time zone and the characters in another. This will not only require the players to get to the bottom of the temporal disturbance, but it will force them to come up with a solution that simultaneously reunites them with their TARDIS and closes the time hole.





The Faceless One

Cutting the TARDIS off is good, but the players still know where to find it. Having it stolen by mysterious forces, like alien natives that see it as an idol for worship, or by lowlife crooks nicking it for mysterious employers, will ensure that they have to go look for it, potentially leading them right into one or more further adventures! You don't really even need to steal the whole TARDIS to make this gambit work, just have someone take the key (or in the case of the Sensorites, the whole lock assembly) and that should keep the players out of the ship until they can recover their lost property.

You could apply a twist to this theme by having the characters, themselves, stolen out of the TARDIS instead, just as the Doctor, Jack and Rose were during the Bad Wolf incident. This not only separates them from the TARDIS but it also reinforces the fact that the TARDIS is not completely impenetrable, something that might convince them to sally forth from their tiny box to deal with problems more directly in the future!

The Fluid Link

If separating the players from the TARDIS is not an option, possibly because that gambit has been used once too often, then how about disabling it? Even removing a part as small and seemingly simple as a Fluid Link (see pg.95) can disable the TARDIS, grounding it and increasing the risk of using any of its systems to full potential.

Looking through Chapter 5 you will find a whole host of systems that can break down or be removed in order to keep a TARDIS from moving or even making it impossible to get inside, as the Monk experienced first-hand when the Doctor took his Relative Dimensional Stabilizer!

A variation on this is to have the TARDIS run out of some crucial element that must be replaced immediately, allowing them only one more trip in the TARDIS to retrieve it. There are several elements, including the mercury found in the afore mentioned Fluid Link, that can be depleted, but rarer elements like Zyton-7will ensure that you can not only ground the TARDIS, but ground it in a very specific place. If you do this, however, it's best to allow them to pilot the TARDIS to its destination without further rolling, making sure they arrive without fail (which is in full accordance with the Laws of Dramatic Necessity).



The Exxilon

When disabling systems is just not enough, you have an even more powerful tool at your disposal: completely draining it of Story Points. This ensures that not only will they be completely unable to leave, but the TARDIS itself will cease to be useful as a gadget.

What drained the TARDIS of all its power? That could be the focus of an entire adventure, much like the one the Doctor experienced when he was grounded on the planet Exxilon by an energy draining beacon. The beauty of such an all encompassing power drain like that is it also puts paid to any other Gadgets the characters might have been leaning too heavily on, and forces them to rely completely on their wits and whatever primitive technologies they can scrounge.

If you wish to be more selective about the power drain, then you can say that whatever is causing the disturbance only drains Artron energy. This targets the TARDIS specifically and is quite reasonable for alien temporal experiments that need to draw in huge amounts of that rare energy to power themselves.



The Edge of Destruction

All of the previous gambits are built on halting player abuse of the TARDIS by directly taking it, or parts of it, away from them. With this gambit, you don't need to do anything but convince them that it is either impossible or unwise to use the TARDIS due to dangerous circumstances. This doesn't have to necessarily be true, of course, but they won't know that.

There are a few good ways to do this. The first is to convince the players that any use of advanced technology will alert their adversaries to their presence, which puts the TARDIS squarely off limits if they want to maintain a low profile. The Doctor once has to resort to the non-technological technology of the Lamesteen, instead of the TARDIS, for his alien scanning needs for this very reason.

Another is to convince the players that the controls of the TARDIS themselves are dangerous. Put the TARDIS in such a precarious spot that any use of the controls could doom every person inside it unless they get the sequence exactly right. Figuring out that sequence, of course, should require some sort of resource or information found outside.



And then of course, there are those instances when the TARDIS is attacked by an alien force and is apparently destroyed... only to show up again at the end of the adventure when the HADS (see pg.91) finally considers it safe to return.

The Pertwee

So far we've discussed ways to physically separate the players from the TARDIS, but there is one last gambit that leaves the TARDIS right where it is, as functional as ever. Instead of removing the TARDIS or damaging its systems, we remove the ability to use it from the Time Lord characters themselves, stripping the Vortex trait from their memories.

A Time Lord could lose their abilities by having a memory lock placed on them, as the Third Doctor had during his exile or by having the knowledge drained from their mind. In a more extreme example, they might be under the influence of the Chameleon Arc, with no idea what a TARDIS even is, and no idea where to find that mysterious heirloom fob watch they used to keep so near at hand!

For GMs who really want to shake things up, this gambit could serve as the basis for a whole range of adventures without the TARDIS, with the Time Lord stranded in one place and time until they can recover their lost memory. Perhaps they will join up with a local UNIT group or help Torchwood in exchange for facilities and resources to help recover the knowledge they have lost.





INSIDE THE SPACESHIP

We've talked about the potential of a TARDIS to serve as the ultimate gadget and we've also discussed ways to prevent it from being used in such a manner at the expense of the story. What we will talk about next is the use of a TARDIS as the centre of the story, itself.

As a ship with a practically infinite interior, you are looking at the ultimate set for a series of scenes, or even an entire self-contained adventure, that take place entirely inside the TARDIS interior. And there are plenty of examples from the Doctor's adventures to draw ideas from. Here are a few.

The Brink of Disaster

Something malfunctions inside the TARDIS, trapping the characters inside and threatening them with total destruction. In the Doctor's case, a stuck Fast Return Switch (see pg.97) hurled them back towards Event One and malfunctioning sensors forced the TARDIS to find other ways to warn them.

The Invasion

The characters, pursued by alien invaders, run into the TARDIS to escape only to discover that the aliens have a way inside! They are forced to use their home field advantage to lead the intruders on a merry chase through the TARDIS interior until they can figure out a way to deal with them.

Infinite Recursion

While attempting to materialize over another, apparently normal, object, the TARDIS ends up nested with another TARDIS! The characters must get to the center of the nested units and figure out how to purge the offending TARDIS from their own. But was it merely an accident or was there malicious intent behind the accident?

The Twin Dilemma

The Time Lord has regenerated, but a strange substance they have been exposed to has split them into two halves: a child-like and utterly defenseless being and a cunning psychopath, both of whom are now roaming the endless corridors of the TARDIS, which is now adrift in the Vortex.

The 'Bad' Time Lord wants to eliminate the 'Good' Time Lord, and if that happens, the companions will never get out of the TARDIS alive. They must find the one and protect him from the other while trying to figure out how to rejoin the two before it is too late. But even if they find a solution, they'll have to hunt down the 'Bad' Time Lord and subdue him to make it work.

The Stockbridge Horror

The TARDIS is taken over by some immaterial alien predator, sentient computer virus or other malign influence, which is slowly taking control of the ship one system at a time. The characters will be in a race against time to try and purge the systems of the invader before it gains enough control to eliminate them.

Not a Click Nor a Tick

The TARDIS has died in the midst of deep space. Every major system is non-functional and there is only minimal power to run what remains. The characters must trace the fault and repair it before all the air and heat drain off into the infinite void of the TARDIS interior.

TIME TRAVEL WITHOUT A TIME LORD OR A TARDIS

Time Lords get their TARDIS on the cheap, Story Point wise (understandably as most of them are stolen), but there may be GMs who want to run a time travel game without Time Lords and/or TARDISes. Many of the time travel devices already described are perfect for this sort of setup, simply allow one or more of them to be purchased as a Gadget during character creation.

'But some of them are really expensive' you might say. In that case, it is appropriate to split the Story Point cost amongst all the members of the group who are capable of operating the device in question. In a group of characters who have stumbled across an abandoned DARDIS, for instance, the 12 point Story Point cost might be split between the characters who are capable of running the ship or amongst the whole group if they are all equally capable, or incapable, as might be the case with a mysterious 'Timegate' found in an ancient Egyptian pyramid.

Alternately, you can have the item controlled by an NPC, who spends their Story Points to 'create' the device and then sends the player characters on their adventures. This is an ideal setup for a campaign where a random assortment of students or other common folks get shunted off into time and space by an absent minded professor while investigating his SIDRAT like machine.

Another alternative is to use some form of relatively permanent temporal phenomena, like a stable temporal rift in the basement of a Victorian house and have the characters experiment with that, possibly getting lost in time and randomly being pulled backwards and forwards as they try to figure out how to return home.



CAMPAIGN SEED: THE RIFTERS

The characters happen upon an old map stored in an relatives attic, found in a car-boot sale or forgotten in the back of some ancient bookstore. Investigation reveals that it was drawn up by some wealthy Victorian era eccentric who claimed it was a map of 'holes in creation' that could be used to travel to other places and times. Places and times he claimed to have visited.

The man disappeared without a trace one night over a century ago, and his house still remains standing, although no one lives in it due to its fearsome reputation as a house possessed. The characters go into the house and, following the map, they descend into the basement... and fall into a rift in time.

Now the characters work to unravel the mysteries of the map, going from one time rift to another, experiencing the past, the future and alien worlds beyond the kin of man, following the mapmaker's trail and trying to get the clues that will help them to return home.



APPENDIX: THINK YOU'VE SEEN IT ALL? THINK AGAIN...

NEW GENERIC TRAITS

Listed below are all the new Traits for characters introduced in this set for easy reference.

BIOCHEMICAL GENIUS (MAJOR GOOD)

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

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

EPICUREAN TASTES (MINOR GOOD)

The character has a sensitive mental and physical palette and appreciates the finer things in life, like good food, good drink, fashionable clothing and fine art.

Effect: The character gains a +2 bonus on any roll to judge the quality of luxury items. They also gain a +2 bonus to any roll to impress others with their sense of taste, assuming the targets are actually impressed by such things.

PERCUSSIVE MAINTENANCE (MINOR GOOD)

There are some people (mad scientists, leather jacketed greasers from the 1950's, etc.) who have a rather peculiar innate understanding of machines that allows them to activate malfunctioning machinery with a single well placed blow to the appropriate area.

Effect: Whenever a character with this Trait fails a roll to repair some sort of technology, they immediately whack it with their fist or some other object and the player may roll again. They may only attempt this once per repair.

In addition, if they don't have time to make a proper repair, they may use Percussive Maintenance to get a piece of technology temporarily working by making a Strength + Technology roll. On a Success, the tech will work for one use, on a Good Success, it will work for D6 hours, and on a Fantastic Success it will continue to function for D6 Days.

RESISTANCE (MINOR GOOD ALIEN)

One specific environmental force has less effect on the Alien with this Trait than it would on a human.

Effect: Pick one element or force, like gunfire, radiation or heat. The character halves any effects that result from exposure to that specific source.

REVERSE THE POLARITY OF THE NEUTRON FLOW (MAJOR GOOD)

Those with a particular genius for science have an innate understanding of the ebb and flow of energy and can make intuitive leaps that allow them to solve scientific and technological problems through unusual applications of that energy.

Effect: A PC with this trait may use it once per adventure. Whenever they fail a roll using the Science or Technology skills, they may declare 'I'm Reversing the Polarity of the Neutron Flow' and reverse the results so a Disastrous Failure becomes a Fantastic Success, a Bad Result becomes a Good Success or a Failure becomes a Success (or vice-versa, if they need to fail).



TIME LORD TRAITS

The following Traits may only be taken by a character who already has the *Time Lord* Trait

ARTRON BATTERY (MINOR GOOD)

The Time Lord's mind stores a larger than usual amount of Artron Energy.

Effects: Once per adventure, the Time Lord can gain 3 Story Points whenever their mind is invaded (as in the case of possession or a psychic duel) or they enter into a virtual mindscape like that of the Matrix.

BIO-RHYTHMIC CONTROL (SPECIAL GOOD)

The Time Lord can bio-rhythmically control all individual aspects of their bodily functions, including the their hearts rate, body temperature, etc. and can even place themselves in a self-induced coma.

Effects: For a single Story Point, the Time Lord can use this Trait to achieve one effect related to the control of their body. This could be used to heal 3 points of Attribute Damage, fake death, lower their physical need for oxygen or even to use their hearts to tap out a message in Gallifreyan Morse Code when they are otherwise unable to communicate with the outside world. As always, the GM has the final say over what effects can and can't be achieved in any particular situation.

Bio-Rhythmic Control costs 3 Character Points.

BLOCK TRANSFER SPECIALIST (MAJOR GOOD)

The Time Lord has such an intuitive grasp of Mathematics that they are one of the few beings in the universe who understand Block Transfer Computation. Besides being a walking calculator, the Time Lord is particularly adept at handling structures, like the TARDIS, which are based on the mathematical creation of physical matter.

Effects: The Time Lord adds +3 to any roll involving Mathematics. This also applies to any repair or restructuring of the TARDIS itself. They can also apply the power of Block Transfer Computation to Jiggery Pokery, gaining a +1 to those rolls as well.

CIA AGENT (MAJOR/SPECIAL GOOD)

The Time Lord is currently or was formerly a member of the Celestial Intervention Agency, a shadow organization on Gallifrey, and is trained in many clandestine skills. Of course, this training comes with a price and the Time Lord will often find their TARDIS, or possibly just their body, hijacked and transported into various strange and dangerous situations whenever their superiors, or former superiors, need their services.

Effects: As a Major Trait, the Time Lord receives to a +2 their Subterfuge Skill and a +1 to Knowledge with an Area of Expertise in Secrets of the Time Lords. In addition, once per adventure, at any point they feel it is appropriate, the GM may roll a die. On a 1, the CIA has tasked the Time Lord with a mission that they must complete before they can use their TARDIS again. This goal may or may not have anything to do with the current adventure, but it will certainly make it more difficult, and the Time Lord gets 3 Story Points as compensation.

As a Special Trait, the Time Lord is free from CIA control, probably due to the destruction of Gallifrey or having been released from active duty for services rendered or crimes committed (if the Time Lord has the Wanted Renegade Trait as well). The Special version of this Trait costs 3 Character Points.

This Trait requires Gamemaster permission to purchase. The Gamemaster will also tell you exactly how much your character knows about this highly secretive organization, although he doesn't necessarily have to tell you everything and not everthing he says has to be true!

DOCTORATE (MINOR GOOD)

As Time Lords work through the academy, they have a chance to pick up certificates and Doctorates in many different academic and scientific specialties and some become renowned for their expertise in esoteric or niche subjects.

Effects: The Time Lord has an Area of Expertise in either Knowledge or Science, like Gallifreyan Law or Thermodynamics. The focus, intelligence and memory a Time Lord can apply to these pet subjects often exceeds anything a human can aspire to, granting a +3 to their rolls instead of the usual +2.

EXPERIENCED TIME LORD (SPECIAL)

The character is a Time Lord who has been around for a while. The character is more skilled, more knowledgeable, and more familiar with different time periods, but they have gained this experience at the cost of one of their lives.

Effects: The player can choose any additional number of years to add to their age, between 100 and 200. If you'd prefer to determine this randomly, you may roll two dice, multiply the result by 10, and add 80 to the total (2D6x10 +80). For this, the character gains 4 additional Skill Points and an additional Time Traveller Trait .

By taking this Trait, the Time Lord uses up one of their regenerations. The player should create a suitably exciting background describing the events that lead up to their regeneration. If the Gamemaster prefers, each incarnation can be handled using the full Regeneration rules, applying them backwards.

Experienced Time Lord costs 1 Character Point. You may take this Trait multiple times.

FRIVOLOUS TALENT (MINOR GOOD)

Despite the typical Time Lord snobbery towards wasteful frivolity, this Time Lord has a 'hobby' that they picked up on some world they have visited, taken a liking to and show superior Time Lord aptitude in.

Effects: The Time Lord has acquired an Area of Expertise in Athletics or Craft, like Cricket or playing the Recorder. The focus, intelligence and memory a Time Lord will apply to his hobby often exceeds anything a human can aspire to, granting them a +3 to their rolls instead of the usual +2.

HIGH OFFICE (MAJOR/SPECIAL)

The Time Lord held some high office or position of power on Gallifrey that gave them great respect, access to the more dangerous secrets of the Time Lords, and possibly possession of a powerful artefact.

Effects: As a Major Trait, the Time Lord held a major leadership position and gains the Voice of Authority Trait (see pg.xx of the Player's Guide) at +3 instead of +2, as well a +1 to Knowledge with an Area of Expertise in Secrets of the Time Lords.

As a Special Trait, the Time Lord held a major position at the top of the Time Lord hierarchy like Cardinal of a College, the Castellan and/or a member of the High Council. This gives them all the advantages of the Major version of this Trait as well as a powerful 'badge of office' which is a Special Gadget.

High Office costs 3 Character Points and 2 Story Points.



MATRIX LORD (SPECIAL GOOD)

The Time Lord has an innate connection with the virtual reality world of the Matrix and has a much greater ability to mould it with his will. They might have gained this ability while serving as Keeper of the Matrix, as President or by unauthorized research forays into the APC Net through an illicit tap.

Effects: The Time Lord adds +2 to any rolls made while in the virtual reality of the Matrix. This bonus may be applied to other virtual worlds and mindscapes as well.

Matrix Lord costs 3 Character Points.

MIND LORD (SPECIAL GOOD, PREREQUISITE: PSYCHIC)

The Time Lord has had special training that enhances the already formidable abilities of the Time Lord mind.

Effects: The Time Lord gains a +2 to any rolls involving powers of the mind, like Precognition, Psychic, Telekinesis, Telepathy or the Special version of Hypnosis. They also gain a +2 to any rolls involving the operation of their TARDIS.

Mind Lord costs 3 Character Points and 1 Story Point.



OUTSIDER (SPECIAL GOOD)

This Time Lord rejected the staid lifestyle and effete snobbery of society in the Citadel and exiled themselves into the wilds of Gallifrey, abandoning technology and learning to survive without it.

Effects: The Time Lord is strong, tough and self sufficient, gaining a +1 Strength and Resolve and a +1 to both the Craft and Survival skills, but a -1 to Technology. They are also assumed to have the Time Traveller Trait for Tech Levels 1 and 2. Their status in Time Lord society, however, adds a +3 Difficulty to any social interaction rolls with other, non-outsider, Gallifreyans.

Being an Outsider costs 2 Character Points and 1 Story Point.

TAILORED REGENERATION (MAJOR GOOD)

The Time Lord has an intuitive control over their body during Regeneration which allows them to tailor their form to their liking.

Effects: Whenever the Time Lord Regenerates, they receive D6 Picks in addition to any Redraws or Picks they might gain as a result of their Regeneration Roll.

Note: Cannot be taken with the *Random Regenerator* Trait.

TIME LORD ENGINEER (MAJOR GOOD, PREREQUISITE: TECHNICALLY ADEPT)

Some Time Lords eschew the more theoretical and philosophical sciences and concentrate, instead, on the more practical application of technology. Obsessed with honing their technical skills, these inveterate tinkerers typically find themselves working to maintain Gallifrey's vast infrastructure or working in a TARDIS repair bay after they graduate from the Academy.

Effects: This Trait doubles the effect of the Technically Adept Trait, giving a +4 to all uses of the Technology Skill.

VISIONARY (SPECIAL GOOD, PREREQUISITE: RESOLVE 5)

Some Time Lords look into the Untempered Schism and run away. Some go mad. An even rarer few have their minds opened to the infinite complexity of time and space (which makes them run away *and* go mad). These exceptionally unique Time Lords are known as Visionaries, the prophets of Gallifrey (see pg.xx for more information), and they are able to 'see' the threads of fate and destiny with far more clarity than any other Time Lord.

Effects: This Trait is extremely rare, with only a handful of Gallifreyans possessing it at most. Even then, most of those possessing it are incoherent savants, lost in the haze of eternity and sequestered by the High Council where they can be monitored and their writings translated. Player Character Time Lords with this Trait have a high enough resolve that they are able to (mostly) stay 'in the present,' while still retaining some of their precognitive gift.

Visionaries have the Precognition Trait (see pg.xx of the Player's Guide) but their Time Lord affinity with the Vortex also allows them to use their foreknowledge in more proactive ways.

• For 3 Story Points, a Visionary may ask the GM a single, simple direct question about an event that will happen in the immediate future (no more than ten minutes or so) which the GM will answer truthfully. 'What will happen when I open this door' or 'Will a Dalek patrol pass through this corridor in the next 10 minutes' are good examples.

• For 6 Story Points, the Visionary may 'undo' an entire scene's worth of events, having entered into a catatonic trance and seen the near future. Basically, the whole scene never happened and the character spent the entire time standing still as a stone and staring into space or passed out on the floor.

Even though they aren't gibbering savants, a Player Character Visionary's mind exists on such an entirely different plane that the typical Time Lord aloofness is amplified in them and they find it hard to relate to others. This adds a +3 Difficulty to any social rolls involving the Visionary, who finds it very hard to comprehend and deal with 'ephemerals' who are incapable of seeing the (really really) big picture.

Being a Visionary costs 3 Character Points and 2 Story Points. It may only be taken with the GM's permission.



VORTEX BORN (MAJOR GOOD)

The Time Lord has an innate and conceptual understanding of time that astounds even other Time Lords.

Effects: The Time Lord may Reroll a failed test involving Time or Time Travel. In addition, when a misjump occurs, they recieve one Reroll to use on the Misjump Type or Misjump Results tables.

BLUNT (SPECIAL BAD)

For some reason, the Time Lord's mind is atypically unreceptive to telepathic stimuli.

Effects: The Time Lord may not take any traits related to powers of the mind, like Precognition, Psychic, Telekinesis, Telepathy or the Special version of Hypnosis.

This also weakens the symbiotic link with the TARDIS, which has to 'yell' at the Time Lord like a relative in need of a hearing aid, and this adds +2 to the Difficulty of all attempts to operate it. You gain 1 Story Point.

BOTTOM OF THE CLASS (MAJOR/SPECIAL BAD)

Although the average Time Lord is light years ahead of most other beings in education and intelligence, this particular Time Lord barely scraped by graduation.

Some Time Lord's actually fail their finals on the first go and have to wait some time before taking the test again. In some cases, the Cardinals force them to prove their academic bona fides by earning a Doctorate before allowing them to resit their exam...

Effects: The Major version of this Trait represents a Time Lord who barely managed to scrape the 51% needed to pass their final. They are not the most studious or intellectually curious of Time Lords and suffer a -1 Ingenuity and a +2 to the Difficulty on all TARDIS and Temporal Science rolls as a result.

The Special version represents a Time Lord who managed to fail his first attempt at earning his title, and barely scraped by the second time. It functions as the Major version of the Trait and, in addition, the Gallifreyan is held in low esteem by other Time Lords and suffers a +3 Difficulty when dealing with them socially.

The Major version of this Trait gives the Time Lord 1 Character Point and 1 Story Point. The Special version may only be taken with Gamemaster consent and gives the Time Lord 1 Story Point and the Doctorate Trait.

Note: Cannot be taken with the *High Office* Trait.

CLOISTERED (MINOR BAD)

The Time Lord has never left Gallifrey, having spent their entire post-Academy career doing theoretical research, maintaining archives, repairing equipment or serving some other functionary duty, and has little or no practical experience with the creatures and technology of other worlds and time zones.

Effects: The Time Lord always suffers the penalty for using technology below their Tech Level, even if they have the Experienced Time Lord Trait, and may not take the Time Traveller Trait. In addition, they suffer a +2 Difficulty when dealing with other species. This Trait may eventually be 'bought off,' but only after the GM feels the Time Lord has travelled far and wide enough to justify doing so.

FAULTY HEART (MAJOR BAD)

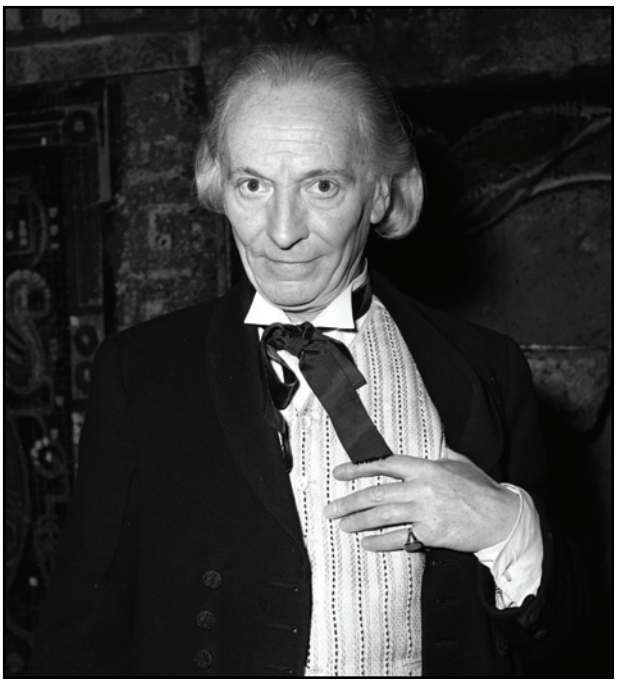
One of the Time Lord's hearts is defective or weak and fails during moments of extreme stress or exertion, causing great pain followed by unconsciousness and, on rare occasions, regeneration.

Effects: During a period of great stress (as determined by the GM, but typically only once per adventure unless the character is particularly active or stressed), the Time Lord's weak heart will suffer an attack and they must make a Strength + Resolve roll at Difficulty 18. On a success, the Time Lord feels a bit weak, adding a +1 Difficulty to all of their rolls until they can rest for D6 minutes, but they are otherwise fine.

On a failure, they are stunned into inaction for D3 rounds due to the pain, after which they add +1 to the Difficulty of their rolls until they can rest for D6x10 minutes.

On a Bad Failure, the heart fails, knocking the Time Lord unconscious for D6x10 minutes or until CPR is applied to the weak heart. If examined during this period of unconsciousness, only one heart will be heard beating.

On a Disastrous Failure, the heart seizes and a chain reaction takes out the second heart as well, causing the Time Lord's body to begin the regeneration process.



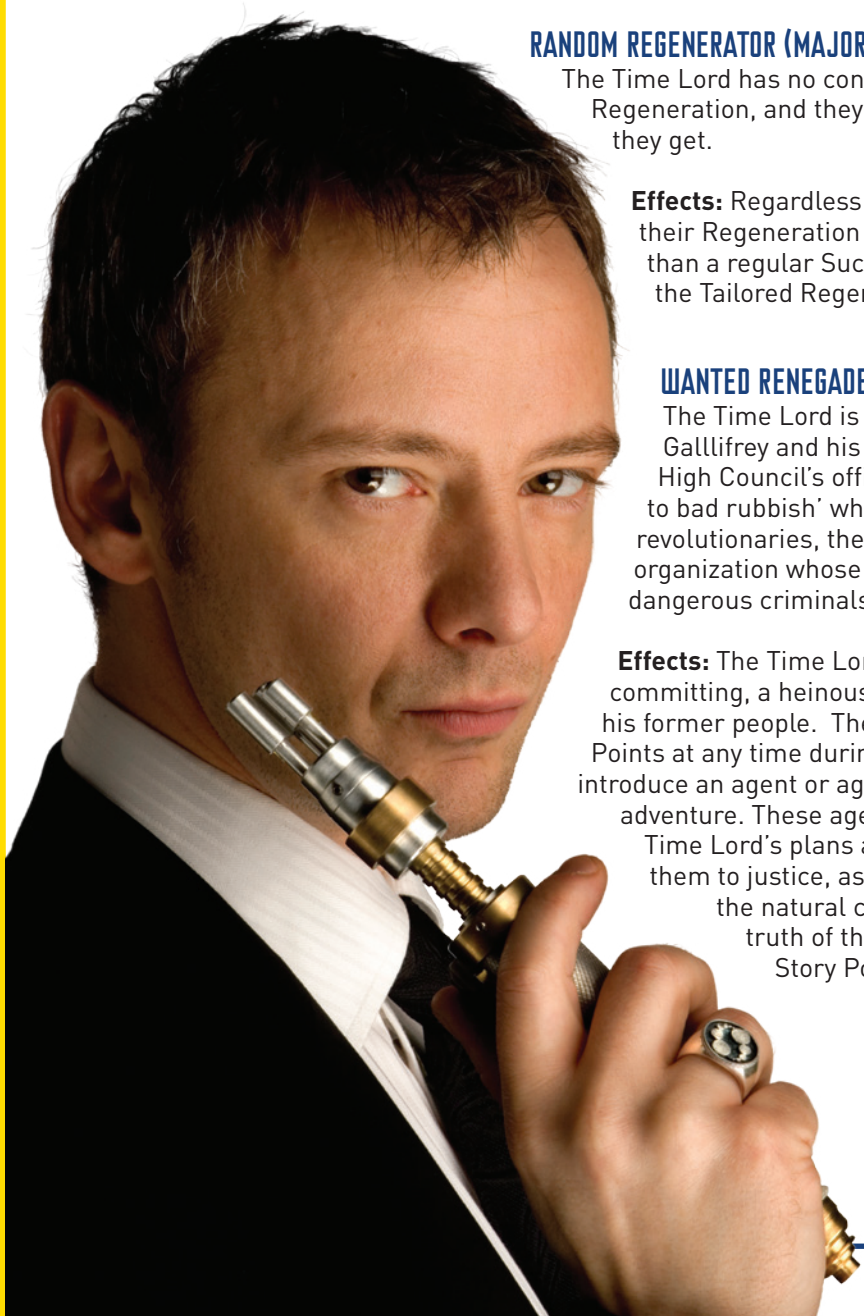
INCARNATION ALLERGY (MINOR/MAJOR/SPECIAL BAD)

The Time Lord picked up an allergy during their last regeneration that seriously sickens and might even kill them, like certain gases or even something as harmless as aspirin. This is usually caused by exposure to or contact with some rare element that is incorporated into the body during regeneration and is typically only seen in field agents or renegades who insist on mucking about in the relatively unhygienic universe outside of Gallifrey.

Effects: The GM picks a substance. It should be common enough that it could be encountered occasionally (like ammonia or aspirin), but not so common that the Time Lord is endangered every time they step out of the TARDIS (like rock quarries).

As a Minor Trait, the substance causes 1 point of damage for every round that the Time Lord is exposed to it. As a Major Bad Trait, the substance does D6 damage per round of exposure. As a Special Bad Trait, you gain 1 Story Point, but the substance is Lethal to the Time Lord.

This Trait may be taken more than once.



RANDOM REGENERATOR (MAJOR BAD)

The Time Lord has no control over their body during Regeneration, and they're pretty much stuck with whatever they get.

Effects: Regardless of how well the Time Lord does on their Regeneration Roll, they can never achieve more than a regular Success. The Time Lord may not take the Tailored Regeneration Trait.

WANTED RENEGADE (SPECIAL BAD)

The Time Lord is an outlaw, on the run from Galllifrey and his fellow Time Lords. While the High Council's official policy is 'good riddance to bad rubbish' when it comes to upstarts and revolutionaries, there are rumoured to be A secret organization whose task it is to hound the more dangerous criminals to the ends of time.

Effects: The Time Lord committed, or is accused of committing, a heinous crime and is actively hunted by his former people. The Time Lord may regain D6 Story Points at any time during play by having the Gamemaster introduce an agent or agents of the High Council into the adventure. These agents will attempt to disrupt the Time Lord's plans and try to capture them or bring them to justice, assuming that they are interfering in the natural course of events no matter what the truth of the matter really is. This Trait costs 1 Story Point.

NEW GADGET TRAITS

Listed below are all the new Traits for Gadgets introduced in this set, for easy reference.

BIGGER ON THE INSIDE (MINOR/MAJOR/SPECIAL GADGET)

This Trait can be applied to any object with an interior space or holding area, like a bag, backpack or vehicle interior. In effect, the interior of the item is a pocket dimension of greater size than is possible for the actual volume of the object, allowing one to store vastly larger numbers and/or sizes of items inside, assuming they can fit them through the opening.

Effect: As a Minor Trait the item has an interior roughly 10x its apparent volume. As a Major Trait, the object holds roughly 30x its apparent volume. Weight is still a factor in both cases, so even if can fit a hundred gold bars into your 'magic bag' you still have to be able to lift it.

As a Special Trait, the item has 30x capacity and its weight is negligible. This counts as two Major Traits.

NOTE: All TARDISes are assumed to have the Special version of this Trait by design, but their interior space is infinite and the exterior is as weightless as the operator chooses.

DIMENSION MODIFICATION (MAJOR GADGET TRAIT)

The gadget can modify the length, width, height and volume of an object to any size, large or small with little or no harm to it.

Effect: The target can be made as large or small as the user likes. The effect will only last 2D6 hours unless the item is constantly trained on it and functioning.

PUSH/PULL (MINOR/MAJOR GADGET)

Gadgets with this Trait can push their targets further away or move them closer to the user.

Effect: For a Minor Trait, the Gadget can either push or pull (chosen at gadget creation) a target a number of 'spaces' (based on the scale of the encounter) equal to the roll of a 2D6. The user may move the target a shorter distance than that rolled if they so desire. The GM should compare the relative sizes of the target and the Gadget in question to determine just how big an object can be moved and the Difficulty of moving it. A spaceship with a Tractor Beam built into the hull will easily move other ships of the same relative size, but using a small hand-held Pocket Pusher to move said ship is nigh impossible.

For a Major Trait, the gadget can both Push and Pull or it can affect D6 targets with a single use.

For an additional Major and Minor Trait, it can Push and Pull and affect D6 Targets.

STASIS (MINOR/MAJOR/SPECIAL GADGET)

This gadget has the ability to deflect the flow of time around the target, 'freezing' it in an impenetrable area of 'null time.'

Effect: As a Minor Trait, the field will hold everything within a roughly elephant sized radius within 10 yards of the Gadget, for 2D6x10 minutes. This is at least late TL 7 technology and requires one of the Gadget's Story Points to power the field. The Gadget may not be moved while the field is in effect.

As a Major Trait, the field will hold an area of roughly 1000 square feet that is within 1 kilometre of the Gadget for 2D6x10 hours. This is TL 8 Technology and requires 2 Story Points from the Gadget to power the field.

As a Special Trait, it will hold anything up to a large planet in size, and within 600,000 kilometres of the Gadget, for an indefinite period of time. This is TL 9 Technology and requires 4 Story Points from the Gadget to power the field.

In all cases, while the target is within the field, it cannot be affected by outside forces directly and may not act on its own as it is totally frozen in relative space-time. The technology generating the field can be deactivated in order to shut down the field, but until then, the contents in Stasis cannot be affected by any force in existence, not even that of a super-nova.

Note that placing the generator in the field is not an option as the immediate effect would be to cut power to the field, cancelling it out. Also, once a gadget uses its Stasis Trait, the Gadget cannot be used for any other purpose until the field is shut down or collapses. It uses all of its energy to maintain the field.

STUN (MINOR/MAJOR GADGET)

Gadgets with this Trait can stun their targets, making them inactive for a number of rounds.

Effect: For a Minor Trait the target will be stunned for 2D6 – their Strength in Rounds. For a Major Trait, they are stunned for 2D6 – their Strength in Hours (minimum of 1).

TIME LOOP (SPECIAL GADGET)

This gadget has the ability to fold time back on itself, trapping those inside like flies in amber, doomed to repeat the same series of events over and over and over again for eternity. Or until the power runs out...

Effect: For 3 Story Points, the gadget is capable of creating a temporary Time Loop of 2D6x10 seconds in length, encompassing an area roughly 1 kilometre in diameter. The Loop will last for D6 Scenes and one additional scene for every extra Story Point put into it (the Gamemaster will roll and keep the total secret for maximum suspense).

For 6 Story Points, the gadget can create a Time Loop of 2D6x10 minutes in length and encompass an area roughly 100 kilometres in diameter. The Time Loop will last D6 weeks and D6 extra days for every additional Story Point put into it. Alternately, the gadget can be powered by an event inside the Time Loop (requiring an additional Ingenuity + Science or Technology roll at Difficulty 15), in which case it will run indefinitely until broken.

For 12 Story Points, an entire planet may be Time Looped indefinitely. This requires precise astronomical and temporal calculations and a large source of continuous power, such as a nearby Time Rift, pulsar or other high energy source. It also takes days to prepare and implement and is more suited as a plot device than a simple throw away piece of equipment

In all cases, any gadget with the Time Loop Trait is, by definition, a One Shot item and may not take that Restriction to lower the gadget's cost.

WEAPON (MINOR/MAJOR GADGET)

Gadgets with this Trait have some sort of weapon built into them.

Effect: For a Minor Trait, the weapon is simply a blade attachment, a heavy clubbing end or some other enhancement that allows the gadget to be used in melee combat, adding +2 to the unarmed damage of the wielder.

For a Major Trait, the gadget has a long ranged offensive capability of L (4/L/L).



SPACE-TIME NAVIGATION

1: MISJUMP TYPE (2D6)



2-3	***Annoyance***	The TTC materializes 6 feet above the ground; floating on the middle of a lake; in a pit; etc. The Referee decides what exactly has happened, but it should require at least a microjump to correct.
4-5	***Temporal***	The TTC lands before or after intended. Roll on the Time column of Table 2.
6-7	***Spatial***	The TTC arrives some distance away from its target. Roll on the Space column of Table 2.
8-10	***Spatial & Temporal***	The TTC arrives in neither the correct time nor place. Roll separately on both the Space and Time columns of Table 2.
11	***Danger!!!***	The TTC has either suffered damage as a result of a very rough landing, or has gone off course and dumped itself and its passengers in a dangerous situation. Roll on the Danger column of Table 2.
12	***Roll Twice***	Roll twice on this table, combining the results where possible.

If the result of the Space-Time Navigation roll was ***Bad*** then add +1 to any rolls on this table.

If the Space-Time Navigtation roll was ***Disastrous***, add +3.

SPACE-TIME NAVIGATION

2: MISJUMP RESULTS (3D6)

ROLL	SPACE	TIME	DANGER!!!
3-6	D6x100 Yards + Annoyance	D6 Days	False alarm
7-11	D6 Kilometers	D6 Months	Misalignment
12-13	D6 x 100 Kilometers	D6 Years	System Damage
14	Another Planet in the System	D6 Decades	Systems Failure
15	Another Solar System	D6 Centuries	Dangerous Place
16	Deep Space	D6 Millennia	Dangerous Time
17	Another Galaxy	D6 Epochs	Dangerous Place & Time
18	Another Universe	D6 Eons	Outside Space-Time

FALSE ALARM
It was a rough ride, but the TTC reached the proper space/time coordinates with no damage.

MISALIGNMENT
The TTC takes 1 point of misalignment. Further misalignment results are cumulative. See pg.xx.

SYSTEMS DAMAGE
Roll once on either the Table 3: General TTC Damage or the TARDIS TTC Damage Table.

SYSTEMS FAILURE
Roll D6 Times on either Table 3: General TTC Damage, or the TARDIS TTC Damage Table.

DANGEROUS TIME
The TTC not only misses the right period, but also materializes during a dangerous moment in time. There could be a supernova imminent, a natural disaster in progress or a war going on, as the GM decides.

DANGEROUS PLACE
The TTC is not only off course, but it materializes someplace extremely hazardous to itself and its passengers. It might be balanced on the edge of a cliff, sitting inside a particle accelerator just before testing, or sitting on a rocky promontory surrounded by lava, whatever the GM decides.

OUTSIDE SPACE/TIME
The TTC ends up in another dimension or maybe even stuck between dimensions.



SPACE-TIME NAVIGATION

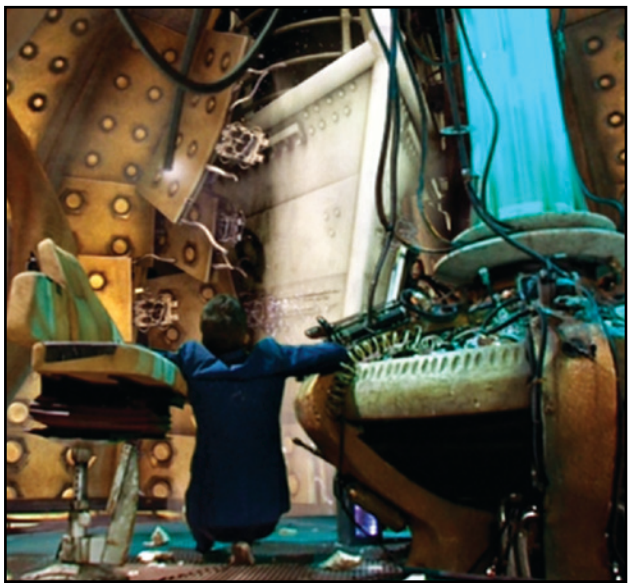
3: GENERIC TTC DAMAGE (D6)

1	Misalignment:
2-4	Minor System Damaged
5-6	Major System Damaged

MISALIGNMENT
+1 Difficulty when piloting the TTC. Repair requires a 'tune up' of TTC requiring a Difficulty 12 Technology roll with a +1 modifier and 1 hour or work per point of misalignment.

MINOR SYSTEM DAMAGED
A minor system, like the Temporal Stabilizer or the Space/Time Coordinate Tracker burns out or develops a fault. This adds +3 to the Difficulty of any piloting rolls until it is repaired which takes 2D6 hours and a Difficulty 15 Technology roll.

MAJOR SYSTEM DAMAGED
A vital system, like Life Support or Vortex Shielding, is damaged. The TTC is grounded until this system is repaired, which takes 2D6 days and a difficulty 21 Technology roll.



1: TARDIS DAMAGE TYPE (D6)

1	Misalignment (pg.xx)
2	Console Damage (pg.xx)
3	Attribute Damage: Roll on Table 2.
4	Quirk: Roll on Table 3.
5	Minor System Damage: Roll on Table 3.
6	Major System Damage: Roll on Table 5.

2: ATTRIBUTE DAMAGE (D6)

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

3: QUIRK (D6)

1	Special Bad Trait (GM's Choice)
2	Major Bad Trait (GM's Choice)
3	Minor Bad Trait (GM's Choice)
4	Minor Bad Trait (Player's Choice)
5	Major Bad Trait (Player's Choice)
6	Minor Good Trait (Player's Choice)

4: MINOR SYSTEMS DAMAGE (D666)

Roll three D6's in a row. The first determines the Damage Group, the second determines the System and the third, if needed, determines the actual piece of hardware damaged.

1

1-3 FLUID LINK	4-6 EMERGENCY CIRCUIT
SEE PG.XX	1-3 *FAST RETURN SWITCH (PG.XX)* 4-6 *LOW LEVEL CONTROLS (PG.XX)*

2

1-3 SECURITY CIRCUIT	4-6 NAVIGATION CIRCUIT
1-2 *HADS (PG.XX)* 3-4 *IWDS (PG.XX)* 5-6 *ISOMORPHIC CONTROLS (PG.XX)*	1-2 *HELMIC REGULATOR (PG.XX)* 3-4 *MANUAL FLIGHT CONTROLS (PG.XX)* 5-6 *HOMING BEACON (PG.XX)*

3

1-3 TERTIARY SYSTEM	4-6 FLUID LINK
GAMEMASTER'S CHOICE	*SEE PG.XX*

4

1-3 FLUID LINK	4-6 COMPUTER MAINFRAME
SEE PG.XX	1-3 *COMPUTER MODULES (PG.XX)* 4-6 *3D GESTURING DEVICE (PG.XX)*

5

1-3 INTERSTITIAL SCANNING ARRAY	4-6 SPACE-TIME CURVE EXTRAPOLATOR
1-3 *SCANNER (PG.XX)* 4-6 *SENSOR PRESETS (PG.XX)*	1-3 *REST/WEIGHT MASS CONTROLS (PG.XX)* 4-6 *INTERNAL GRAVITY COMPENSATOR (PG.XX)*

6

1-3 TELEPATHIC TRANSMISSION PADS	4-6 FLUID LINK
SEE PG.XX	*SEE PG.XX*

5: MAJOR SYSTEMS DAMAGE (D666)

Roll three D6's in a row. The first determines the Damage Group, the second determines the System and the third, if needed, determines the actual piece of hardware damaged.

1

1-3 MATRIX INTERFACE

SEE PG.XX

4-6 MOLECULAR STABILIZER

THE TARDIS MAY NOT HEAL ATTRIBUTE DAMAGE

2

1-3 BLOCK TRANSFER MODULATOR

1-3	*ACS (PG.XX)*
4-6	*CHAMELEON CIRCUIT (PG.XX)*

4-6 TRANSCENDENTAL INTERLOCUTER

1-2	*REAL WORLD INTERFACE (PG.XX)*
3-4	*DIMENSIONAL STABILIZER (PG.XX)*
5-6	*TIME VECTOR GENERATOR (PG.XX)*

3

1-3 NAVIGATION CIRCUIT

1-3	*DEMAT CIRCUIT (PG.XX)*
4-6	*DIRECTIONAL UNIT: All Space-Time Navigation rolls are Difficulty 27.*

4-6 ENERGY PROJECTIN UNIT

1-3	*FORCE FIELD (PG.XX)*
4-6	*TRACTOR BEAM (PG.XX)*

4

1-3 TIME COLUMN

1-2	*TIME ROTOR: NAVIGATION DIFF. +6*
3-4	*CONCEPTUAL GEOMETER: LOSE VORTEX*
5-6	*GAS: LEAVE TARDIS OR SUFFOCATE*

4-6 INTERSTITIAL SCANNING ARRAY

ARRAY OVERLOAD: The TARDIS is blind until this system is repaired, with no sensors, scanners or any other means of acquiring external data

5

1-3 DYNAMORPHIC GENERATORS

THE TARDIS MAY NOT RECOVER STORY POINTS UNTIL THE GENERATORS ARE REPAIRED.

4-6 ANCILLARY POWER

THE TARDIS IS UNABLE TO USE STORY POINTS UNTIL THE ANCILLARY POWER SYSTEMS ARE REPAIRED.

6

1-3 PERCEPTION FILTER

SEE PG.XX

4-6 LIFE SUPPORT

SEE PG.XX

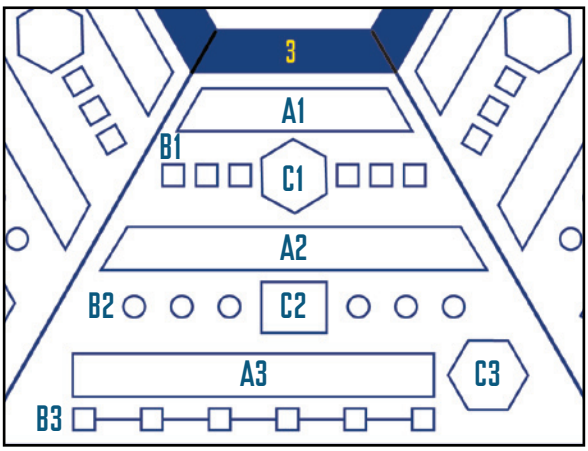
THE TARDIS SHEET

The TARDIS sheet to the right may look daunting at first but it really is quite simple if you know how to look at it.

THE CONSOLE DISPLAY

The Console Display page is made up of all the bits and bobs you will use most frequently in play. It also contains the console display, which you will fill out using the rules found on pg.xx.

Each panel of the console is made up of three substation. Each substation, although it might look quite different from the others, is made up of the same three parts:



A. System Name Box

This is where you fill in the name of the system you are placing in that sub-station (Navigation, Communication, Door Control, etc.)

B. Console Damage Boxes

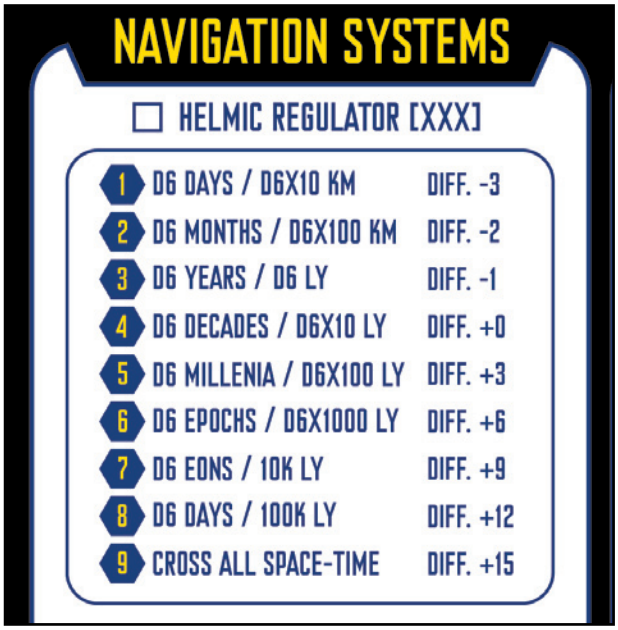
The six smaller circles or squares found in the substation are for recording damage to that system from console blowouts. Each one marked off represents a cumulative -1 modifier to the use of that system (see pg.xx).

C. System Modifier Box

Sometimes, you will take a very specific type of damage to a specific system that makes it harder to use. Alternately, you might upgrade the system with some form of alien tech. Either way, the final modifier is written into the larger hex or square in the substation. This, in combination with the Console Damage boxes, will provide you with all relevant modifiers for your roll at a glance.

THE GENERAL SYSTEMS PAGE

This page, which contains a series of system displays, serves three purposes:



Reference Material

Each system contains a handy page reference to the relevant section in the TTC so you can quickly look up its details. Certain systems also have tabular content and this is represented for ease of use. For instance, the Helmic Regulator has 9 specific settings and these are provided for quick reference.

Damage

As with the Console Display, there are small boxes to record when a system is damaged, a room is deleted or an item is lost. In some cases, like the Relative Dimensional Stabilizer, there might be more than one.

Random Result Generation

A number of systems have one or two sets of numbers so that you can randomly choose which particular system or room is affected. Roll a D6 or 2D6 as required.

QUICK AND NASTY TIME TRAVEL SHEET

For those who wish to use the rules found on pg.206, there is also a page of smaller, less detailed sheets to use for other TTCs or even the TARDIS if you prefer to represent it using the Quick and Dirty Rules.

AWARENESS ○○○○○○ ○○○○○○

COORDINATION ○○○○○○ ○○○○○○

INGENUITY ○○○○○○ ○○○○○○

PRESENCE ○○○○○○ ○○○○○○

RESOLVE ○○○○○○ ○○○○○○

STRENGTH ○○○○○○ ○○○○○○

TYPE

MODEL

ATTUNED TIME LORD

ATHLETICS
FIGHTING
MEDICINE
SURVIVAL

CONVINCE
KNOWLEDGE
SCIENCE
TECHNOLOGY

CRAFT
MARKSMAN
SUBTERFUGE
TRANSPORT

NAVIGATION DIFFICULTY MODIFIER

HELMIC SETTING

MISALIGNMENT □□□□□□ □□□□□□

COMPUTER DIFFICULTY MODIFIER

MATRIX INTERFACE (DIFF.-3) □ DAMAGED □ DISABLED

3D HAND GESTURING DEVICE DIFF. -1 □ DAMAGED

DEFENSIVE SYSTEM SETTINGS (XXX)

IWDS SETTING TL X

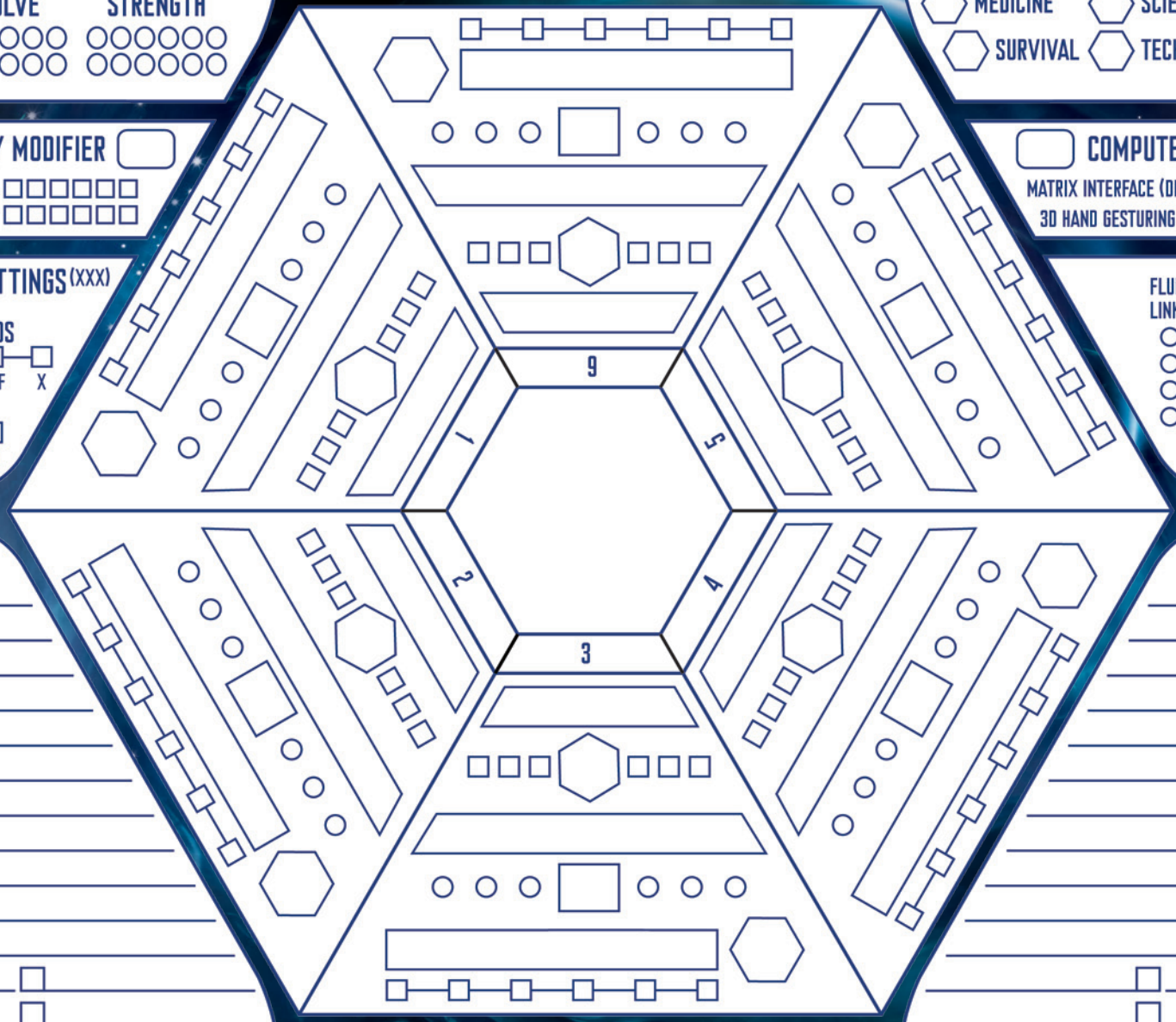
HADS ON OFF X

ISOMORPHIC CONTROLS ON OFF X

FLUID LINKS

POWER LEVELS

	OFF	ON	BOOST
NAV	□	□	□
DEF	□	□	□
LIF	□	□	□
SEC	□	□	□



GOOD TRAITS

BAD TRAITS

SPEED

STORY POINTS

ARMOUR

NAVIGATION SYSTEMS

☐ HELMIC REGULATOR [XXX]

1	D6 DAYS / D6X10 KM	DIFF. -3
2	D6 MONTHS / D6X100 KM	DIFF. -2
3	D6 YEARS / D6 LY	DIFF. -1
4	D6 DECADES / D6X10 LY	DIFF. +0
5	D6 MILLENIA / D6X100 LY	DIFF. +3
6	D6 EPOCHS / D6X1000 LY	DIFF. +6
7	D6 EONS / 10K LY	DIFF. +9
8	D6 DAYS / 100K LY	DIFF. +12
9	CROSS ALL SPACE-TIME	DIFF. +15

☐ MANUAL FLIGHT CONTROLS [XXX]

ING+TEC, DIFF. 15
BAD FAILURE - 1 DAMAGE
DISASTROUS - D6 DAMAGE

☐ DEMATERIALIZATION CIRCUIT [XXX]

TELEPORT GADGET TRAIT ☐ REMOVED

☐ HOMING CIRCUIT [XXX]

SENSORS/DATA/COMMS

SENSORS (XXX)

ING+TEC, DIFF. 15
☐ SENSOR PRESETS [XXX]

SCANNER (XXX)

RESOLVE
RANGE
PAST/FUTURE
DURATION

☐ REMOVABLE COMPUTER MODULES [XXX]
☐ TELEPATHIC TRANSMISSION PADS [XXX]

ARCHITECTURAL CONFIGURATION SYSTEM

☐ ACS CIRCUIT [XXX]

DESKTOP THEME

ING+TEC
Spatial Modification DIFF.15
Room Connection DIFF.12
Room Creation DIFF.18
Room Deletion DIFF.18
Change Desktop Theme DIFF.12

☐ REST WEIGHT/MASS [XXX]

ING+TEC, DIFF. 15

2	Feather Light	☐
3-5	D6x10 lbs.	☐
6-8	Appropriate weight	☐
9-11	D6x10 Tons.	☐
12	2D6x100 Tons	☐

☐ CHAMELEON CIRCUIT [XXX]

ING+TEC, DIFF. 15
BAD FAILURE - STUCK
DISASTROUS - DAMAGED

INTERIOR ROOMS

1	1-2 ANCILLARY POWER ROOM [XXX]	☐
	3-4 BATH ROOM [XXX]	☐
	5-6 BOOT CUPBOARD	☐
2	1-2 CLOISTER ROOM [XXX]	☐
	3-4 FAULT LOCATOR ROOM [XXX]	☐
	5-6 FOOD DISPENSER ROOM [XXX]	☐
3	1-2 LABORATORY [XXX]	☐
	3-4 LIBRARY [XXX]	☐
	5-6 MAIN CONSOLE ROOM [XXX]	☐
4	1-2 MAIN POWER ROOM [XXX]	☐
	3-4 PLAYER CHARACTER BEDROOM	☐
	5-6 SECONDARY CONSOLE ROOM [XXX]	☐
5	1-2 SICK BAY [XXX]	☐
	3-4 STORE ROOM	☐
	5-6 UTILITY ROOM [XXX]	☐
6	1-2 WARDROBE ROOM [XXX]	☐
	3-4 WORKSHOP [XXX]	☐
	5-6 ZERO ROOM [XXX]	☐

EMERGENCY SYSTEMS

☐ 1 FAST RETURN SWITCH [XXX]
☐ 2 FAILSAFE SWITCH [XXX]
☐ 3 EMERGENCY SWITCH [XXX]
☐ 4 TIME VECTOR OVERRIDE [XXX]
☐ 5-6 LOW LEVEL CONTROLS [XXX] (DIFF +6)

POWER & LIFE SUPPORT

☐ DYNAMORPHIC GENERATORS [XXX]
☐ ANCILLARY POWER [XXX]
☐ LIFE SUPPORT [XXX]

ROUTING PANEL
1 2
3 4
5 6

ENERGY PROJECTION

☐ TRACTOR BEAM (XXX)

ING+TEC

TARGET MASS	DIFF.
Cyberman, Small Vehicle	6
Average Vehicles	9
Large Vehicles	12
Small Starships	18
Large Starships	21
Moons, Space Stations, etc.	24
Planets	27
Stars	30

OPPOSING FORCE	MOD.
Large Vehicles	+1
Small Starships	+2
Large Starships	+3
Space Stations, etc.	+4
Gravity Whirlpools	+5
Stars, Black Holes, Etc.	+6

OTHER SYSTEMS

1 - CHAMELEON ARCH [XXX] ☐
2 - INTERNAL GRAVITY COMPENSATORS [XXX] ☐
3 - PERCEPTION FILTER [XXX] ☐
4 - REAL WORLD INTERFACE [XXX] ☐
5 - RELATIVE DIMENSIONAL STABILIZER [XXX] ☐☐
6 - CHAMELEON ARCH [XXX] ☐

TARDIS KIT

1-2 TARDIS MANUAL [XXX] ☐
3-4 TARDIS TOOLKIT [XXX] ☐
5-6 PORTABLE MEDICAL KIT [XXX] ☐
_____ ☐
_____ ☐
_____ ☐

TIME TRAVEL DEVICE TYPE

STORY POINTS

TOTAL

DAMAGE

STORY POINT POOL

GADGET TRAITS

- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____

NAVIGATION

2D6 + INGENUITY + TRANSPORT

DIFFICULTY

Returning to the last place you left	12
Average trip through the Vortex	15
Minor turbulence or interference	18
Heavy turbulence	21
Massive Disturbance	27
Temporal Backlash	30

NAVIGATION RESULTS (XXX)

SUCCESS - 3SP

WITHIN 1 MILE AND 1 HOUR OF TARGET. SPEND 1SP OR LAND INCONVENIENTLY.

FAILURE - 3SP

2D6 MILES AND 2D6 HOURS OFF TARGET. SPEND 1SP OR TTC SUFFERS 1 DAMAGE.

GOOD - 2SP

WITHIN A FEW YARDS AND A FEW MINUTES OF TARGET

BAD- 4SP

LAND IN DANGER. 1 SP OR TTC TAKES 2 DMG. ROUGH RIDE: DIFF 12 - D3 DMG

FANTASTIC- 1SP

ON TIME AND ON TARGET OPERATOR GAINS 1 SP

DISASTROUS - ALL

TEMPORAL BACKLASH. TTC TAKES 3 DMG. ROUGH RIDE: DIFF 15 - D6 DMG

TIME TRAVEL DEVICE TYPE

STORY POINTS

TOTAL

DAMAGE

STORY POINT POOL

GADGET TRAITS

- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____

NAVIGATION

2D6 + INGENUITY + TRANSPORT

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FANTASTIC- 1SP

ON TIME AND ON TARGET OPERATOR GAINS 1 SP

DISASTROUS - ALL

TEMPORAL BACKLASH. TTC TAKES 3 DMG. ROUGH RIDE: DIFF 15 - D6 DMG

TYPE

MODEL

ATTUNED TIME LORD

SPEED

ARMOUR

AWARENESS

PRESENCE

COORDINATION

RESOLVE

PRESENCE

STRENGTH

ATHLETICS

CONVINCE

CRAFT

FIGHTING

KNOWLEDGE

MARKSMAN

MEDICINE

SCIENCE

SUBTERFUGE

SURVIVAL

TECHNOLOGY

TRANSPORT

NOTES

GOOD TRAITS

BAD TRAITS

STORY POINTS

TOTAL

DAMAGE

STORY POINT POOL

GADGET TRAITS

NAVIGATION

2D6 + INGENUITY + TRANSPORT

DIFFICULTY

Returning to the last place you left	12
Average trip through the Vortex	15
Minor turbulence or interference	18
Heavy turbulence	21
Massive Disturbance	27
Temporal Backlash	30

NAVIGATION RESULTS (XXX)

SUCCESS - 3SP

WITHIN 1 MILE AND 1 HOUR OF TARGET. SPEND 1SP OR LAND INCONVENIENTLY.

FAILURE - 3SP

206 MILES AND 206 HOURS OFF TARGET. SPEND 1SP OR TTC SUFFERS 1 DAMAGE.

GOOD - 2SP

WITHIN A FEW YARDS AND A FEW MINUTES OF TARGET

BAD- 4SP

LAND IN DANGER. 1 SP OR TTC TAKES 2 DMG. ROUGH RIDE: DIFF 12 - D3 DMG

FANTASTIC- 1SP

ON TIME AND ON TARGET OPERATOR GAINS 1 SP

DISASTROUS - ALL

TEMPORAL BACKLASH. TTC TAKES 3 DMG. ROUGH RIDE: DIFF 15 - D6 DMG

THE BLINOVICH LIMITATION EFFECT

The Blinovitch Limitation Effect limits the ability of any person or persons to interfere in their own timestream. At its most basic level, a time-traveller who tries to intervene in their own past sets into motion a wave of sub-quantum temporal agitation that slowly reverberates back upon them as a series of quantum chaos waveforms. Simply put, the more the time-traveller interferes, the more 'bad luck' seems to interfere with their intervention. The strength of this quantum chaos waveform is measured in levels of Relative Temporal Disturbance (RTD).

Any space-time event in which a person is involved has a base RTD level of 0. Every time a person interferes in their own timeline, however, the RTD level increases by a factor of 1, with various odd effects coming into play as the field strength rises and entropic forces build in local matter. At level 2, the TARDIS may even disengage the Real World Interface from its outer shell to protect itself.

Above that level, time loops and other extreme temporal consequences come into play as the universe itself turns its full energies against the interventionist in an attempt to remove them from the timeline.

CHRONIC HYSTERESIS

Natural examples of recursive time do rarely occur, the most common form of which is a Chronic Hysteresis. It forms when a Time Eddy develops an instability, usually introduced by the efforts of a temporal vehicle or entity to escape the Eddy itself. This instability grows, causing the current to shift and a miniscule clot of circular time 'pinches' off from the original Eddy.

Like a Time Loop, those trapped inside a Chronic Hysteresis are locked off in their own recursive timeline; the main difference being that the repeat cycle can be quite variable as the outside currents push and deform it. Those inside will find themselves repeating the same activities over and over again, with only time-aware species able to recognize their conundrum and exercise their free will for whatever brief time they have before the cycle starts all over again.

There are no known technological methods for breaking out of a Chronic Hysteresis. but there is a chance of causing Phase Cancellation by repeating the actions in the loop exactly, but at a point in the loop where the wave function dips instead of crests.

TIME FISSURES

A fissure is a direct form of spatial damage, a tear in reality caused by massive spatio-temporal flux. In many cases this tear opens a passage into the Vortex and those unlucky enough to fall into the fissure are often lost forever.

Some fissures (often known as dimensional cross-rips) are significantly stronger and effectively form unstable wormholes to other places in space, time or even parallel universes. In many cases a fissure can be used as a stable, natural Time Corridor, often more reliable than a technological version, but using one in this manner will almost always widen the breach and exacerbate the damage.

Assuming it is not being used or held open, the fissure will usually 'heal itself' and, in most cases, close naturally, leaving no trace of its existence. The time it takes to heal any particular fissure is completely random and many people have explored a 'mysterious portal' only to get lost in another place and time due to overwhelming curiosity and bad timing.

TEMPORAL RIFTS

Rifts are temporal scars, the remnants of a fissure that didn't heal completely due to forces so powerful that the effects reverberate across space-time from one end of the fissure to the other.

In its normal, passive state, a rift does not provide a doorway into the Vortex. Even closed, however, it can allow certain times and places to merge together through a form of 'temporal osmosis' that often leads to the locals hearing disembodied voices and seeing 'ghosts' from the past or future.

Certain space-time fluctuations can occasionally make a rift 'active', allowing travel from one end of the fissure to the other. These openings are typically small and short-lived.

A rift can also be re-opened by force, to allow travel to and from the Vortex for instance, but this sort of tampering is extremely dangerous. Even a passive rift is a sleeping volcano and awakening it can not only cause the original fissure to reopen, but cause further fissures to form off the main one and splinter local reality into a thousand pieces.

TEMPORAL NEXUS POINTS

There are some moments, that are fixed in time. We call these points 'Nexus Points' and they can take many forms.

Spatial Points play host to important events in universal history. Interference in such a place's proper timeline can have far reaching effects, depending on the importance of the place.

Temporal Points are decision points that reverberate across time itself. Even the most bog-standard choices, such as the decision to turn right or left one day, can set in motion a chain of events that will lead to extremely important causal outcomes. These are very difficult to detect.

Focal Points are beings or items that have so many timelines flowing over, under and through their Causal Nexus that they are important all in themselves. Jesus Christ, the sword Excalibur and the Face of Boe are all examples of extremely localised TNPs who have changed the course of planetary and even universal history. Indeed, the destiny of major TNPs like Earth are often built upon a massive series of smaller Focal TNPs

TIME DIFFERENTIALS

When multiple instances of the same person or thing cross timestreams, there is a displacement of space-time caused by the sudden duplication of matter and energy in the same Relative Causal Nexus.

For instances in which the Time Differential is relatively small (say a quarter of the entire timeline or less), or the relative molecular signatures are relatively similar (two versions of an adult within a decade or so of each other) the excess temporal energy is typically applied to the earlier versions of a person or object instantly, rapidly aging them to eliminate or 'short out' the Time Differential. The practical upshot of this is that your past self ages to catch up with your present self.

As long as the two versions of the person or being stay separate, this is all that will happen, but if the two should come into contact, the pent up energy is released in a massive explosion of Artron energy that will typically knock out both parties and time-lock the earlier version's memory (often causing severe situational amnesia in time-unaware species). This energy backlash will also damage sensitive electronics in the area as well.

TIME EDDIES

The solidifying of history around certain moments and places act like 'stones in the river of time', obstructions in the Vortex that stop it flowing freely. Where the flow of time hits these obstructions, it creates 'eddies,' small whirlpools of reverse current created as the Vortex tries to flow past the obstruction.

When caught in an eddy, time can appear to flow forward as normal; however what is forward for you in the eddy is the opposite direction to the rest of the temporal universe. It is this reverse flow of time that makes it difficult to navigate a vessel out of the eddy and back into the main flow of the Vortex. Those without proper protection will find themselves spiralling to the center and oblivion and even those in a proper vessel will often experience strange temporal side-effects.

Powering the time capsule's engines may throw it clear, but typically only results in driving it faster round in the circle of the eddy's time-flow. Jumping out of phase with its current time flow can flip it to the edge, however, just enough for the Vortex to catch some part of the vessel and exert its own pull.

TIME SPURS

A Time Spur develops when a paradox occurs that is highly localised in nature and relatively long term in effect, as would be the case with preventing the death of a relatively unremarkable man who, none-the-less, shares a major Causal Nexus with the person saving them. The Spur contains the paradox and prevents further intrusion until it can either be resolved (by clearing up the paradox) or slowly degraded away by the natural forces of the universe (i.e. Reapers).

The Time Spur cuts off the offending area, creating a thin skin that separates it from the rest of time, space and other dimensions, including the pocket dimension of the TARDIS. In the Vortex, this takes the form of a hardened extrusion that creates unexpected turbulence around it and which is largely impenetrable from the outside.

As the Spur is 'cleaned' by Reapers, it will slowly decrease in size until the regular flow of time is restored, but with a few minor changes in the current. Alternately, the paradox might be resolved, at which point the Spur immediately 'pops' and time regains its normal flow, but typically with a mild surface scar which permanently hardens the area to temporal maniplation.

TEMPORAL FUTURE DISPLACEMENT

The most common form of 'Skipping a Time Track' is a temporal displacement into the time traveller's future, the effects of which can be rather disorienting, as you move through three different time dimensions, creating three specific effects:

Missed Time occurs as you skip out of your proper groove and into a future one. You find that whatever you intended to do in the very near future has suddenly been 'done' without any time seeming to pass at all.

Ethereal Time makes you incorporeal, a temporal ghost, who can have no physical effect, and cannot be affected by, on the future world around you.

Displaced Time occurs as you skip back into your original groove. A strong 'tugging' sensation grips you and everything you have done up to this point, now takes effect. If you walked from point A to point B, your tracks will now appear and you will 'materialize' at point B, fully corporeal and abel to affect and be affected by the world again.

PHYSICAL FUTURE DISPLACEMENT

With enough energy behind a 'Skipped Time Track,' a mere temporal displacement can become a full on physical displacement. Instead of experiencing the future as a temporal ghost, you are dragged body and soul into the groove, with the full ability to interact and be interacted with.

You will still be pulled back as soon as the kinks in your timeline sort themselves out, but before that time, all manner of temporal chaos can ensue if your future interferes with your return to the past/present, say by killing you.

Any damage you take or equipment you lose will return with you when you resume your place in the past/present. Interestingly enough, any items you find and take from the future will return with you as well, creating an ontological nightmare as the item you take may only have been in the future in the first place because you brought it there for you to find.

5D ISOMETRIC INVERSION

This is the technical term for crossing into an alternate timeline that is related to your own, the 'b' side to your temporal record. In this alternate dimension some small choices you may have made or actions you failed to take will have changed the course of the timeline on this side so that this universe is significantly different from the one that you inhabit on the flip side.

The difference might be based on a single decision, like the decision to turn left or right, which leads to massive consequences for the timeline. Alternately, a series of altered events might lead to a mirror universe, everything the same but reflected with former allies as jack-booted thugs sporting eye-patches and possibly a variation of yourself, with a different face and a decidedly darker soul, ruling with an iron fist.

Trying to intentionally skip your own time track into an alternate timeline is dangerous as punching through the dimensions causes hairline cracks to form in the barrier between them. Unless these cracks are allowed to repair themselves over time, they will eventually shatter the barrier, destroying both universes.

INTERSTITIAL TIME TRANSITION

This is possibly the rarest and the most dangerous form of 'Skipping a Time Track.' In essence, you end up between the grooves in your own timeline, stuck between the 'now' and the 'now.'

To you, the rest of the world is utterly and eerily still. While you are there, you are able to interact with your environment, moving objects and creatures about, but you won't be able to use anything that requires mechanical power or the flow of energy, as all motion is frozen. Even attempting to throw something is doomed to failure, as once it leaves your hand, it stops moving. About the best you can do is wander around and take a look until you are pulled back into your proper timeline.

The reason this is the most dangerous form of skipping is that interstitial time is often stalked by Chronovores, phantoms and other creatures that eat time or life energy and can literally devour your entire being in seconds.

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