

DOCTOR • WHO

ALIENS AND CREATURES

FOR USE WITH

ADVENTURES IN TIME AND SPACE

THE ROLEPLAYING GAME

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Dedication: To everyone at the BBC who has invented, made, scripted or played the wonderful aliens and creatures that have inspired and delighted us.

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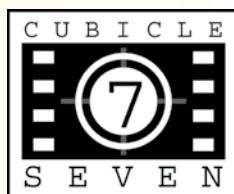
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CHAPTER ONE: BUT THEY'RE SO...ALIEN!

INTRODUCTION

Scientists have always said that the probability of life on other planets is so remote that it is statistically unlikely that alien lifeforms exist out in the vastness of space. They were, of course, further from the truth than they could imagine. In truth, aliens populate every corner of this galaxy and others, and many have visited our humble little planet - some out of curiosity, most with the desire for conquest or destruction.

We've managed to fend them off many times in the past with the help of Torchwood, UNIT and the Doctor, but it helps to be prepared - to know what's out there waiting in the darkness of space. Forewarned is forearmed.

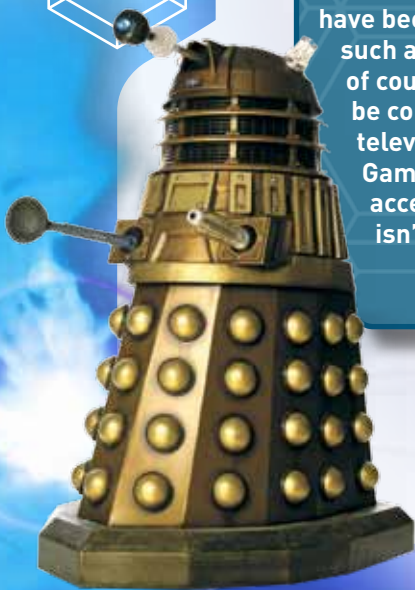
But it's not just threats to our world that will be detailed here. The Doctor has encountered many alien races in his travels, and we've covered most of those from his recent adventures. Not all of them are hostile, some can be helpful or even join the Doctor on his adventures.

INFORMATION FROM THE DOCTOR'S ADDITIONAL ADVENTURES

The Doctor has many adventures other than the ones you may be familiar with from the television, some of which have been documented in other media, such as books or comics. There is, of course, a chance that this may be contradicted as the Doctor's televised adventures continue. Gamemasters should feel free to accept or ignore information that isn't purely from the series.

HOW TO USE THIS BOOK

This is a supplement to the main **Doctor Who: Adventures in Time and Space** game and you're going to need those rules to be able to play. This supplement will provide the Gamemaster with the details of most of the alien races that the Doctor has encountered during his Ninth and Tenth incarnations. Aliens he encounters besides these will be covered in future supplements, though there is enough information here to help you to create aliens that either are not detailed, or aliens of your own devising.



Some creatures have been omitted as they are from the Doctor's later adventures ("Spoilers!") and any robots or droids that the Doctor has encountered will be covered in a later supplement.

Also in the box, you'll have found some Creature Cards that you can use to keep track of any aliens in your adventures - along with additional Gadget Cards, Story Point tokens and a book of adventures for the Gamemaster to run.

Just like the core game, and so you don't get too lost with all this text, we've made the type look different if something special is going on.

GENDER

We don't want to be using the rather nondescript 'they' all the time in the text, or 'he or she' in every sentence, but we also don't want to appear sexist in any way. Most games like this use 'he' all the time and assume you understand that they're talking about the player or character regardless of whether they are male or female. While the Doctor is male, his companions are usually (though not exclusively) female. So, we'll reach the happy medium and use the male designation for odd chapters, and female for even. It's fair that way.

TEXT

This book looks different depending on what's going on. When the words change their look, something important just happened. The text you are reading now is standard text. It covers general explanations, and narrative sections.

THESE RED BOXES

detail NPCs or Villains that can be used in your adventures.



THESE BOXES

contain examples, additional, but tangential, information or supplemental charts and tables.



CREATURE CARDS

All of the aliens and creatures covered in this supplement have been given a 'Creature Card' so that you can keep them to hand when playing. Blank cards have been provided too, for you to add your own creations. Future supplements will continue along these lines, building a quick and handy reference of all the aliens, creatures, robots and adversaries from the Doctor's adventures.

MEASUREMENTS AND LANGUAGE

The metric system is predominant in much of the world, though the U.S. (and Torchwood) still uses the old Imperial system. As **Doctor Who** is quintessentially British, we'll be using the metric system. Though, as shown in the classic series, travelling before 1970 will mean you may have to convert to Imperial. Rough conversions may be found by halving miles to get kilometers, equating metres with yards, doubling pounds to get kilograms and so on. It's not 100% accurate but it keeps things simple.

Being British, there may be the odd word or spelling here and there that may stand out in some of the many other countries familiar with the Doctor's adventures. Most of the time, this won't be too jarring, but you'll probably notice a few extra 'u's and fewer 'z's.

PAGE REFERENCES

As **Doctor Who: Adventures in Time and Space** is a series of books, you may have to refer to another book rather than the one you're holding. If the text tells you to "see p.27", then it's letting you know that additional information can be found on that page within the book you're currently holding. If it says "see p.27 of the **Gamemaster's Guide**", then the page can be found in the other book.



CHAPTER ONE: BUT THEY'RE SO...ALIEN!





CHAPTER TWO: CATEGORY – NON-HUMAN

In this chapter we'll take a look at the aliens the Doctor has faced in his recent adventures. Each alien is covered alphabetically. As well as the 'standard' member of the race, significant individuals the Doctor has encountered are also detailed.



ADIPOSE

The Adipose are an unusual species; long-lived, incredibly numerous and remarkably peaceful. The Adipose young are small, blocky creatures with front-facing facial features, a single fang and small, stubby limbs. They consist entirely of fat removed from a host species, wrapped around a unique nervous system. They breed by the million, leaving their children in the skilled hands of the staff of their Nursery World, where the young Adipose are taught how to be part of their society. There is some speculation that the Adipose are, in fact, one individual spread across millions of bodies. Whilst the Adiposian First Family have individual identities, there is some evidence to support the theory.

The Adipose are very hard to kill once they're past the larval stage. Their biology means that whilst their physical bodies are easy to destroy, their nervous system is remarkably tough and can often be implanted into other bodies. As a result, Adipose are remarkably long lived.

In extreme circumstances, it's also possible for adult Adipose to 'bud', or place a section of themselves into a host. This then grows to maturity and removes itself of its own accord. The process takes place while the host is asleep and, most of the time, is completely painless.

They are a remarkably calm, peaceful species who have been largely content to keep to themselves and out of the recent tumultuous events in galactic politics. That changed when their Nursery World was stolen by the Daleks to form part of the delivery mechanism for Davros' reality bomb.

ADIPOSE (YOUNG)

Awareness 2 Coordination 1 Ingenuity 1
Presence 2 Resolve 1 Strength 1

Traits: Alien
Alien Appearance

Skills: None
(newborn Adipose are innocent waddling creatures)

Story Points: 1



Unable to raise their young normally, the Adiposian First Family were forced to use underhand tactics for the first time in the species' history. They employed Matron Cofelia of the Five Straighten Classabindi Nursery Fleet (Intergalactic Glass) under the alias of Miss Foster, an alien 'midwife', to implant Adipose children into overweight humans, using their fat to form the children's new bodies.

When the Doctor and Donna Noble stopped Miss Foster, the Adiposian First Family retrieved their children. They also killed Miss Foster, fearing reprisal from The Shadow Proclamation, which raises further questions about the peaceful nature of their government.



MATRON COFELIA

...of the Five Straighten Classabindi
Nursery Fleet Intergalactic Class

Awareness 4 Coordination 2 Ingenuity 3
Presence 3 Resolve 4 Strength 2

Traits: Alien

Attractive - Miss Foster gets +2 to Presence rolls that may be effected by her appearance.

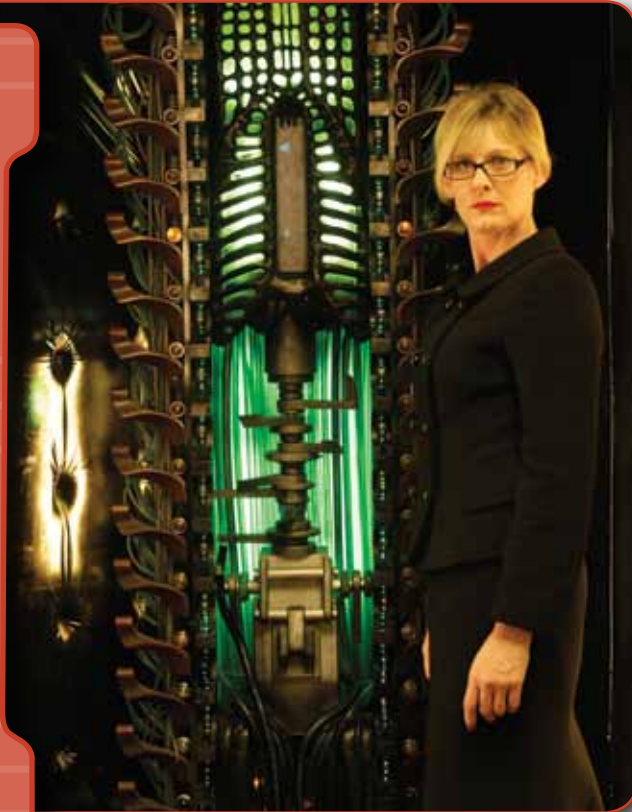
Empathic - To successfully raise and understand her "children", Miss Foster has an innate ability to empathise with them, gaining a +2 bonus to rolls to discern the feelings or motives of someone.

Obligation - Miss Foster has been hired by the Adiposian families to look after their children

Voice of Authority - Being a "nanny" means that when she speaks, the kids will listen.

Skills: Convince 4, Fighting 1, Knowledge 3, Medicine 2, Science 2, Technology 4

Story Points: 2-4

**AUTON**

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

It was these pieces of consciousness that were to become the invasion force of the Nestene. Sealed plastic meteors, thermoset in the coldness of space, were used to transport pieces of consciousness between planets. The Nestene began colonising nearby worlds, converting

them into food planets, producing monoxides, dioxides and chlorofluorides for its consumption, before spreading throughout the galaxy. The Consciousness managed to develop the telepathic link between all things Nestene, giving it the ability to control anything with a roughly similar chemical structure, namely plastic. This allowed it to create instant armies on any planet it invaded.

The Nestene first attempted to invade Earth during the time the Doctor was exiled on the planet. It was during this invasion attempt that the Consciousness invented their ultimate weapon, the Auton. The Nestene infiltrated the toy manufacturer 'Auto Plastics', and influenced the company to switch their output to shop window dummies. These were to become Autons. Animated by the Consciousness, the plastic dummies were a perfect army. They were

difficult to damage, could be thrown from heights, hit by cars, even have their head melted and they would keep moving towards their target. They were also armed with a phased energy weapon in their right hand (their fingers fold down to reveal the weapon) for killing or vapourising their targets. The Nestene also used Facsimile Autons, covered with plastic skin replicating a real person perfectly, with just a slight sheen to the skin. In order to maintain the Facsimile, the real subject must be kept alive for voice replication. During the first invasion of Earth, the Nestene attempted to use these Facsimile Autons to replace key government figures, however the Doctor foiled this by disrupting the telepathic link of the Consciousness, essentially killing it.

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

For many years there was little sign of the Nestene throughout the universe. The Nestene Consciousness was biding its time and forming its next plan. Using warp shunt technology it transported the majority of its physical form to the planet it knew produced the most pollutants – Earth. The stress of the warp shunt mutated the Consciousness, destroying its ability to hold a physical shape. It became a gelatinous blob of living plastic in a huge vat under the banks of the Thames, using the London Eye as an antennae to control its forces. The Doctor foiled this plan with a vial of anti-plastic, which, when introduced to the Nestene, destroyed its molecular bonding and its plan for survival. However, while there is still a part of the Consciousness on Polymos there will always be plans for future invasions being developed.



AUTON

Awareness 2 Coordination 2 Ingenuity 1
Presence 1 Resolve 2 Strength 5

Traits: Alien

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

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

Immunity (Bullets) – Any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and the Auton either absorbs them into the plastic or they go through.

Natural Weapon (Blaster) – The Auton's right hand opens to reveal a blaster that can do 5 points of damage (5(2/5/7)).

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

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

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

Skills: Fighting 2, Marksman 2, Subterfuge (Disguise as shop dummy) 1.

Story Points: 1-2

NESTENE CONSCIOUSNESS

Awareness 3 Coordination 2 Ingenuity 6
Presence 4 Resolve 4 Strength 5

Traits: Alien

Alien Appearance

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

Hypnosis (Major) – it can mesmerise and control agents.

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

Natural Weapons (Tentacles) – the Nestene can produce tentacles that can crush and bash their target (Minor Trait, Strength +2 damage (7(3/7/10))).

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

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

Skills: Convince 3, Fighting 2, Knowledge 6, Science 2

Story Points: 8-10



FACSIMILE AUTON

Awareness 2 Coordination 3 Ingenuity 1
Presence 2 Resolve 2 Strength 5

Traits: Armour (Minor) – Tough plastic skin protects it from a lot of damage, any taken is reduced by 5.

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

Immunity (Bullets) – Any bullets are effectively useless unless it takes a **lot** of damage at once. Bullets hit it and the Auton either absorbs them into the plastic or they go through. Also works on bottle corks too!

Natural Weapon – The facsimile can change the shape of its arms and legs into cutting or bashing weapons (Minor Trait, Strength +2 damage (7(3/7/10))).

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

Skills: Convince 1, Fighting 2, Knowledge 1, Subterfuge (Disguise) 2

Story Points: 3-5

ANIMATED PLASTIC

Awareness 2 Coordination 2 Ingenuity 1
Presence 1 Resolve 1 Strength 3-6

Traits: Armour (Minor) – Hardy plastic, reduce damage taken by 5.

Natural Weapons – Some animated items have tentacles (+2 to Strength for close combat damage), while others have small projectile weapons (like the Auton blaster) (5(2/5/7)).

Networked – The items are connected to the Nestene.

Weakness (Major) – If the signal from the Nestene is blocked or severed, the item becomes simple plastic again, and immobile.

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

Story Points: 0



ANIMATING PLASTIC ITEMS

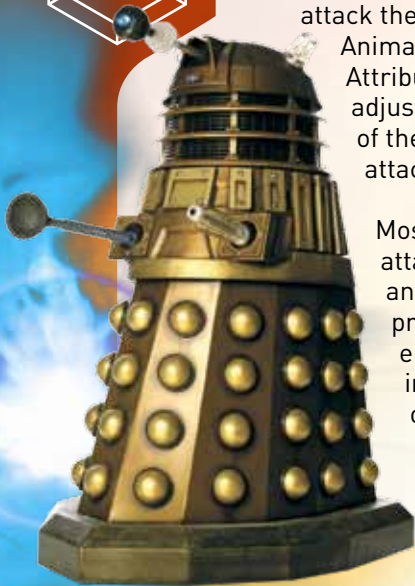
The Nestene Consciousness can animate other items, as long as they are made out of plastic. Whether this is something as mundane as the wire of a telephone, a plastic flower or a wheelie bin, they all can move of their own accord and attack the target selected by the Nestene.

Animated items should have fairly similar Attributes, though the Gamemaster may adjust these depending upon the size of the item and its shape and forms of attack.

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

NESTENE JETS

Animated items can deploy a nasty weapon known as a Nestene Jet that suffocates the victim. The animated item will have to make a Coordination and Marksman roll as normal, with a -4 penalty for aiming at the target's face. If the Nestene succeeds with a Good or Fantastic result, a film of suffocating plastic attaches to the target's face and cannot be removed. This can either be fatal (see Drowning on p.49 of the **Gamemaster's Guide**) or can fall away when the target is unconscious effectively Stunning them (see Stun on p.47 of the **Gamemaster's Guide**).



 B

BEAST, THE

The Beast is one of the last remaining creatures from before the birth of this universe; an elemental evil that was imprisoned under Krop Tor by the Disciples of Light. The Beast has been known to manifest as many different creatures that spawned the legends of evil but it was commonly seen as a vast humanoid, with red, pitted skin, black eyes, clawed hands and horns. When imprisoned, Krop Tor was placed in a geostationary orbit around a black hole that would later be referred to as K 37 Gem 5. Its demonic appearance, together with the presence of a personification of evil in many planets' past, suggest it was not only evil but active on some level even after its imprisonment.

The Beast was released in the 42nd Century when a Torchwood Archive Research Team arrived on Krop Tor to investigate the planet's seemingly impossible position. Most of the team were killed before the Doctor was able to activate the ancient defence mechanism that fired Krop Tor into the black hole. At the same time, Rose was able to eject the Beast's consciousness,



inhabiting Toby Zed, into space where it was also crushed by the black hole.

The Beast is able to split its consciousness from its body and spread it across a seemingly limitless number of host bodies. They must be in relatively close proximity to the Beast for this to happen. The Beast is also able to pick an 'avatar'; an individual host to download its full consciousness into. The consciousness is



still linked to its physical body but is able to act independently. Its presence is shown by ancient writing appearing across the avatar's skin. The Beast also appears to have limited prescience and is able to see into the minds and future of those nearest it. It uses this information in the cruellest way possible, to manipulate people into acting to further its own aims.

It's also unclear whether the destruction of Krop Tor actually killed the Beast or whether it simply serves as a secondary prison for the Beast. The fact that the Beast was able to influence countless civilisations, even from within its prison in Krop Tor, suggests it might be much harder to kill than anyone previously thought.

THE BEAST

Awareness 6 Coordination 2 Ingenuity 8
Presence 5 Resolve 6 Strength 12

Traits: Alien

Alien Appearance

Fear Factor (4) - The Beast looks like evil incarnate and gains a +8 bonus when actively trying to scare someone.

Possess - the Beast can possess and control people to do his bidding while he remains physically imprisoned and even transfer his consciousness into an unsuspecting victim.

Psychic

Telepathy - The Beast can mentally contact and communicate with people far from his prison.

Skills: Convince 4, Fighting 2, Knowledge 6, Subterfuge 4

Story Points: 8-12



C

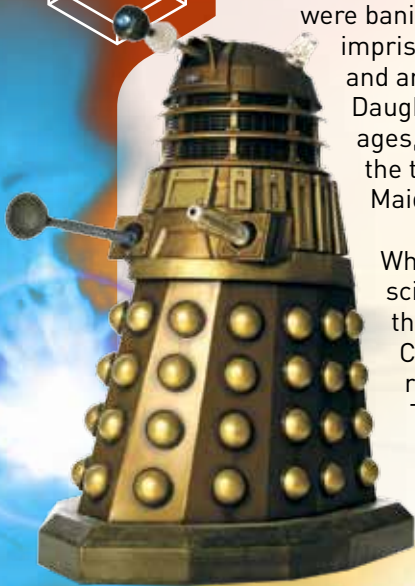
CARRIONITE

From Rexel 4 in the Fourteen Stars of the Rexel Planetary Configuration, the Carrionites are a race of witch-like beings whose advanced word-based science can appear to the untrained as magic or witchcraft. One of the oldest races of the universe, along with the Nestenes, the Racnoss and the Great Vampires, the Carrionites were banished by the Eternals to endless imprisonment. Carrionites are all female, and are denoted Mother, Sister or Daughter depending upon their relative ages, similar to the old Earth belief in the triple aspect of Wiccan Goddesses: Maiden, Mother and Crone.

Where humanity formed their sciences based around maths and the manipulation of numbers, the Carrionites use words to manipulate reality with almost magical effects. Three of their race managed to escape from their eternal prison



and started manipulating the actions of Peter Streete, architect of the Globe Theatre in London, and the writings of William Shakespeare, to act as agents of their "word-craft", opening the gates to release the rest of their kind. Lilith, Mother Doomfinger and Mother Bloodtide, the three Carrionite agents that first escaped, were stopped by the Doctor and Martha, and remain trapped in the crystal sphere, filed away under "C" in the TARDIS.



LILITH

Awareness 4 Coordination 4 Ingenuity 4
Presence 3 Resolve 5 Strength 2

Traits: Alien

Attractive - When in her young “human” form, Lilith gets +2 to Presence rolls that may be effected by her appearance.

Fear Factor (1) - Gains +2 on rolls to actively scare someone.

Flight - In her human form, Lilith can appear to float around on a broomstick (open flight Speed of 5).

Immortal - The Carrionites are eternal.

Shapeshift - Lilith can appear as both the youthful “maiden” as well as the aged “crone”, it is also assumed that she can revert to a natural Carrionite form similar to those released from their eternal prison (albeit briefly).

Special (Word-Based Magic) - As with a normal Carrionite (see sidebar), though Lilith is more powerful gaining a +2 bonus on her rolls. She can also work in conjunction with Mothers Bloodtide and Doomfinger, (see Cooperation rules, **Gamemaster’s Guide** p.38).

Skills: Athletics 2, Convince 4, Craft (Sculpture) 2, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 10

CARRIONITES

Awareness 3 Coordination 4 Ingenuity 4
Presence 3 Resolve 5 Strength 3

Traits: Alien

Alien Appearance

Fear Factor (1) - Gains +2 on rolls to actively scare someone.

Flight - Carrionites in their natural form do not seem to have legs, they float around. When shapeshifted into human form, they can still fly, though they may appear to use the traditional broomstick.

Immortal - Imprisoned for millennia, the Carrionites seem to be eternal.

Natural Weapons - The Carrionites have sharp fingernails that can rip people apart, giving them +2 to their Strength in damage.

Shapeshift - Carrionites can disguise themselves as humans, though it is assumed that they can mimic other races if necessary.

Special (Word-Based Magic) - If a Carrionite knows the true name of someone or something, or has a part of them (like hair, nail clipping, etc), they can effectively control them (just like the Hypnosis Trait), taking complete control of their actions. With the expenditure of Story Points, the effects can become more drastic, such as drowning a victim with no water being present, or other violent acts. If the Carrionite is distracted from the ritual, the connection is permanently severed and the Carrionite will have to find a fresh connection to their target.

Skills: Athletics 1, Convince 3, Craft (Sculpture) 1, Fighting 3, Knowledge 3, Medicine 1

Story Points: 4-8



MOTHERS BLOODTIDE AND DOOMFINGER

Awareness 3 Coordination 3 Ingenuity 3
 Presence 3 Resolve 4 Strength 2

Traits: Alien

Fear Factor (1) - Gains +2 to actively scare.

Flight - In their human form, they can appear to float around on a broomstick (open flight Speed of 5).

Immortal - The Carrionites are eternal.

Shapeshift - As well as their aged witch appearance, it is assumed that they can revert to a natural Carrionite form.

Special (Word-Based Magic) - As with a normal Carrionite (see p.13), they are more powerful gaining a +2 bonus on their rolls. They can also work in conjunction with each other and Lilith (see Cooperation rules, **Gamemaster's Guide** p.38).

Skills: Athletics 1, Convince 3, Craft (Sculpture) 2, Fighting 2, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 8



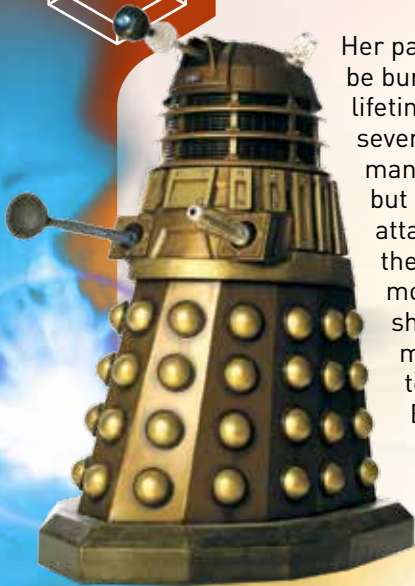
CASSANDRA

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

Her parents were the last humans to be buried on Earth. In the span of her lifetime, Cassandra has been married several times. Each time, one time too many. In her final form, she was nothing but a flat piece of stretched flesh attached to a frame with her brain in the undercarriage. She needed to be moisturised constantly, which is why she was accompanied by servants with mist guns. When the money ran out to maintain the force field around Earth (in the year 5.5/Apple/26), Lady Cassandra arrived on Platform One

to watch her homeworld burn as the sun expanded. She had secretly plotted to create a hostage situation using remote androids disguised as the Adherents of the Repeated Meme. Utilising robot spiders, she sabotaged Platform One and set her plan into action. She was quickly foiled by the Doctor who managed to fix the damage caused and even force-teleported Lady Cassandra back to Platform One after she fled. As she mocked the Doctor and threatened him with lawyers, her body dried out and her fleshy skin wrinkled until she ripped apart.

But this wasn't the end. Her brain and frame were saved and shipped to New New York, assisted by Chip - a force-grown clone based on the last pleasant memory she ever had. While cruel to her clone servant, he still waited on her without question and loved Lady Cassandra unconditionally. When the Doctor arrived in New



New York, Lady Cassandra jumped at the chance to steal Rose's body and use it for her own. She succeeded using a psychograft and took control of Rose. After trying to blackmail the Sisters of Plenitude, Lady Cassandra found herself fleeing from an army of plague humans (see 'Flesh' p.43) who she helped release. She was forced to hop into the body of plague clone and saw for the first time their suffering. After the Doctor cured the plague, he demanded Lady Cassandra leave Rose's body. Chip offered himself as a new host. Sadly Chip was about to die, but Lady Cassandra embraced it.

ROBOT SPIDERS

These are Lady Cassandra's little saboteurs. Each robot spider can be concealed in a small, tennis ball sized sphere. At the right moment they jump out and carry out their mission. On Platform One, the robot spiders sabotaged the platform's computers and sun screens. One spider is pretty much harmless, but a group of them can overwhelm a person and kill them as a plumber found out on Platform One. On New Earth they acted as scouts.

LADY CASSANDRA'S PERSONAL ASSISTANTS

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

CHIP

If there was ever a person that Cassandra loved to have around it was her force-grown clone, Chip. He is blindly devoted to his lady and when she came to New Earth, Chip was quick to gather the medicines needed to keep her alive. The only flaw to Chip is his short lifespan, which is half that of a normal human's. Chip died doing what he liked to do best, serving his lady. He gave his body to Lady Cassandra and died peacefully in her arms. It is thought that she designed the Chip clone after Chip had died, creating a paradox of sorts.

CASSANDRA

Awareness 3 Coordination 1 Ingenuity 5
Presence 4 Resolve 4 Strength 1

Traits:

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

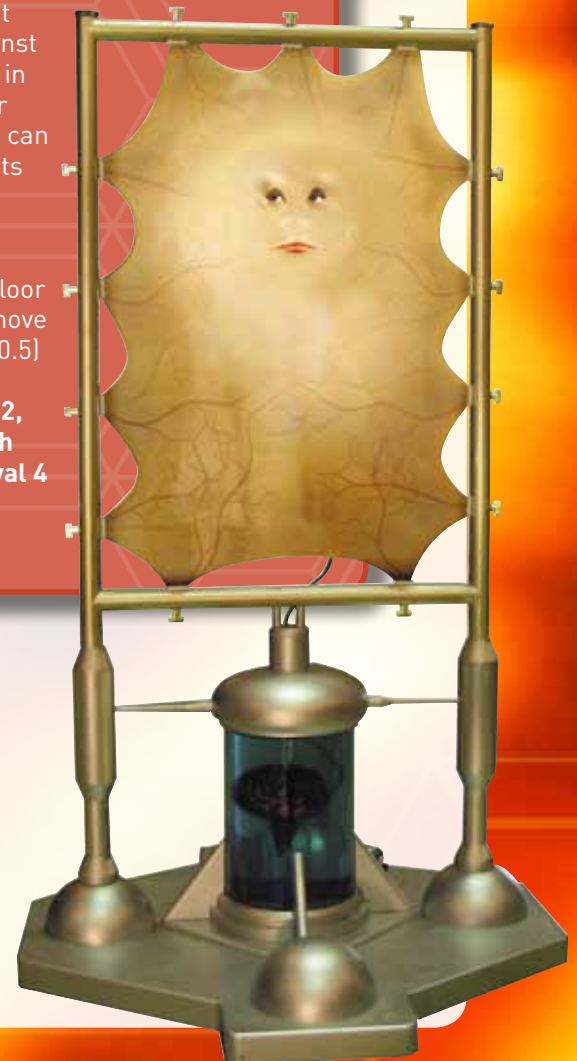
Dependent - Not only is she reliant upon her life support system, she also needs constant moisturising and is surrounded by assistants (see over) or relies on Chip (also overleaf).

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

Possession - Using the Psychograft, Cassandra could jump from body-to-body and control them. This device was so powerful that it even worked against the Doctor. When in control of another being, Cassandra can read their thoughts and pick through their memory.
Slow - The frame glides along the floor but is unable to move very fast. (Speed 0.5)

Skills: Convince 2, Knowledge (Earth History) 1, Survival 4

Story Points: 4



ROBOT SPIDERS

Awareness 3 Coordination 4 Ingenuity 5
Presence 1 Resolve 3 Strength 1

Traits:

Climbing - Using their little legs, robot spiders could climb walls and vent shafts.
Networked (Minor) - The robot spiders take orders from Lady Cassandra. She used the Adherents of the Repeated Meme as a relay, but once they were destroyed the spiders reported directly to Cassandra.
Small - The robot spiders are so small that they can fit through small air vents and slots.

Skills: Fighting 3, Technology (Computers) 5

Story Points: 1



PERSONAL ASSISTANTS

Awareness 2 Coordination 3 Ingenuity 3
Presence 1 Resolve 4 Strength 2

Traits:

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

Skills: Marksman (Sprayer) 3, Medicine 2, Technology (Life Support) 3

Story Points: 2



CHIP

Awareness 2 Coordination 3 Ingenuity 3
Presence 1 Resolve 3 Strength 2

Traits:

Special (Half-Life) - Because Chip was force-grown his body will only last half the lifespan of a normal human.

Skills: Medicine (Pharmaceuticals) 4, Technology (Psychograft) 2

Story Points: 2



CATKIND

The Catkind are one of the many races that form friendships with humankind in the far future. While many live in the cosmopolitan melting pot of New Earth, many more live and work on other planets in the galaxy. They are simply one of the many races that form the population of the universe. Some Catkind form into social groups of their own, the most renowned of which are the nurses of the 'Sisters of Plenitude'. The Sisters are an all female order of Catkind nurses and nuns dedicated to healing the sick. Unfortunately their methods, while very successful, are not as altruistic as they might seem. When the Doctor uncovered the Sister's secrets on New Earth, the order was shattered. However, it is possible that other Catkind Sisters rebuilt the order with a more moral agenda.

Catkind are essentially a cross between humans and domestic cats. They have the same skeletal structure as humans, with the facial features and body hair of a cat. While they may be a race in their own right, it is more likely that they are actually a genetically engineered species based on a mixture of human and feline genes. This would explain the similarities they have with humans – including their ability to interbreed and create kittens! Catkind are as strong as a human but a little faster and more dextrous. They also retain the dangerous teeth and retractable claws of a feline.

CATKIND

Awareness 4 **Coordination 4** **Ingenuity 3**
Presence 3 **Resolve 3** **Strength 3**

Traits: Alien

Alien Appearance (Minor)

Natural Weapons (Minor) – Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Skills: Athletics 3, Convince 1, Fighting 2, Medicine 1, Technology 1, Transport 1 (adjust Skills to suit their occupation).

Story Points: 2-4



SISTERS OF PLENITUDE

On New Earth in New New York in the year 5,000,000,023 there was a hospital run by the Sisters of Plenitude. They were dedicated to eradicating all illness from the planet and worshipped the goddess Santori. But behind the walls of the hospital lay a dark secret. The Sisters created a massive storage facility of humans infected with every disease and virus. This 'human farm' helped create new cures. Each human had their brain stem altered in order to keep them from waking up or feeling pain, but some still became aware and were euthanised. It was these human lab rats that made the miracles of the Sisterhood possible. During their time in operation the Sisters of Plenitude cured Petrifold Regression (skin turning to stone), Marconi's Disease (utilising a cell cleansing process) and Pallidome Pancrosis (a fatal disease known for killing the victim in minutes).

Novice Hame was one of the few catkind survivors after this horrific farm was exposed by the Doctor and Rose, and was put on trial for her crimes against humanity. She dedicated her life to the Face of Boe, taking care of him, hoping someday she will be forgiven.



SISTERS OF PLENITUDE

Awareness 4 Coordination 4 Ingenuity 3
 Presence 3 Resolve 3 Strength 3

Traits: Alien

Alien Appearance

Natural Weapons - Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Gadget (Minor) - Medical Scanner: This palm sized devices scan a life form and present life signs and diagnosis. Each Sister carries one.

Miracle Cure: The Sisterhood of Plenitude is able to cure any human disease as long as they have a sample. To represent this they gain a +5 to all medical rolls when treating a patient (only during their rule of the hospital).

***Novice Hame (24 years after the fall of the sisterhood)**

Gadget (Special) Bracelet: Novice Hame used a teleportation bracelet to retrieve the Doctor from the Motorway beneath New New York. It could also control local electronics.

Weapon (Submachine Gun): 5 (2/5/7)

Skills: Athletics 3, Convince 1, Fighting 2, Medicine 8, Technology 3

***Novice Hame:**
Marksman (Submachine Gun) 3

Story Points: 2-4

THOMAS KINCADE BRANNIGAN

Thomas had been travelling the motorway for the last twelve years with his wife Valerie and had recently become a father to a litter of kittens. He is an adventurer, and when the Doctor arrived Thomas was more than willing to help him. Thomas likes to dress in piloting outfits from ancient Earth and sports an Irish accent.

THOMAS KINCADE BRANNIGAN

Awareness 4 Coordination 4 Ingenuity 3
 Presence 3 Resolve 3 Strength 3

Traits: Alien

Alien Appearance

Natural Weapons - Catkind have very sharp claws that add +2 to their Strength when used in close combat.

Skills:

**Athletics 3,
 Fighting 2,
 Transportation 4**

Story Points: 3



CYBERMAN

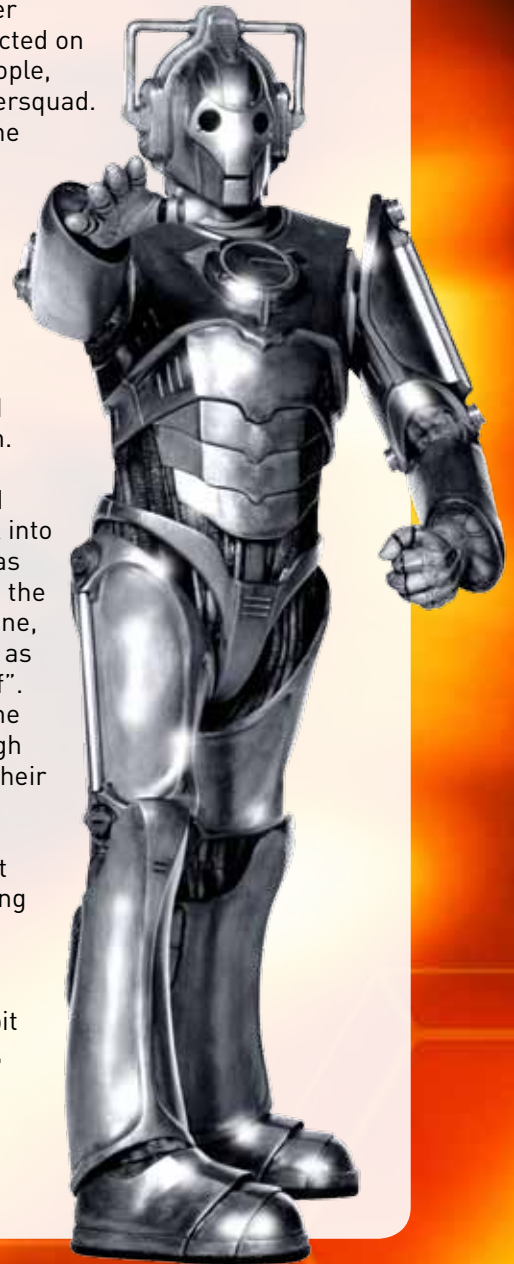
Mankind has always sought to improve itself but not all change is for the better. On an alternate Earth, one wealthy lunatic decided to improve the world. His experiments led to the Cybermen. The Cybermen were a product of the Cybus Industries Corporation, a huge multinational company in an alternate version of our world. In this alternate world, humanity had become more reliant on networked systems and upgradeable technologies. Most people kept themselves wired into a vast information and communication network via 'ear pods'. The network was run mostly by Cybus Industries, a company set up to produce devices that were the brainchild of its managing director, John Lumic. These brilliant technologies had made Lumic and his company very rich indeed, but as brilliant as Lumic was, he was also insane and obsessed.

Lumic's body was in terrible decline and he longed to find a way to upgrade himself into something better. He became obsessed with the power of machines and robotics, and developed a steel body that could be controlled by a living brain. Lumic used his considerable fortune to develop this new technology, not just for himself but for all humanity. In his arrogance, he believed that he alone knew what was best for the human race. By converting everyone into identical Cybermen, who relied on pure logic, not emotion, he would eradicate prejudice, disease and maybe even death. He had no understanding that immortality in a world with no art, love, culture or variety would be no life at all.



Needless to say, few people wanted to be turned into Cybermen. After several experiments conducted on unsuspecting homeless people, Lumic created a small Cybersquad. Then he used software in the ear pod network to control the weak-willed so they walked into his processing facilities for 'upgrading'. Luckily, the Doctor and a resistance movement known as the Preachers managed to defeat Lumic and his plan, but they failed to destroy all the Cybermen. Instead, the Cybermen saw a hole through realities and started their plans to break into our world. This invasion was halted by the Doctor during the destruction of Torchwood One, in what has become known as "the Battle of Canary Wharf". While the Cybermen, and the Daleks they followed through the Void, were returned to their purgatory, some Cybermen created in our reality may remain active. Others might have escaped the Void, falling through time.

Of course, Lumic's are not the only Cybermen to inhabit the universe. In our reality, another type of Cyberman existed, occupants of the 10th planet of Earth's solar



system, Mondas (see p.27). This planet was propelled out of our solar system and the Cybermen conquered many planets before Mondas returned and the Cybermen attempted another of their invasions of Earth. What has happened to these Cybermen is unclear, though the head of one can be found in Henry van Statten's Vault, recovered from the sewers of London in 1975.

A Cyberman is essentially a human brain wired into a powerful robotic body. They are extremely strong and encased in steel armour. Early versions could discharge electricity through their hands to kill or subdue opponents, but later upgrades installed a particle weapon in their arm. There are a variety of methods of converting a human into a Cyberman. If the Cybermen are rushed and need more converts quickly, they simply encase the body in armour and initiate their brainwashing technology. The brainwashing and emotional suppressant technology is essential to a Cyberman. If they are allowed to feel, even for a moment, they suddenly understand the horrible loss of humanity they have suffered and go mad or worse. Part of the mental conditioning also insists on loyalty to the new Cyber Race and few can fight it.

One of the reasons Cybermen are so difficult to destroy is that their leaders cannot be killed. All Cybermen are networked together and share most information. They pick a leader (designated Cyber Leader - usually indicated by black "handles" on the head), but if that leader is destroyed, another Cyberman simply downloads his data and takes over. Even with Lumic (the Cyber Controller) gone, the Cybermen believe they are the ultimate destiny of mankind and seek to convert all intelligent species they find into Cybermen. Luckily, there are plenty of people who will fight to stop them from destroying everything that makes life worthwhile.



CYBERMEN

Awareness 2 Coordination 2 Ingenuity 2
Presence 3 Resolve 3 Strength 7

Traits: Armour (Major Trait) - The Cyberman's heavy metal armour reduces damage by 10. It does make the Cyberman very slow, reducing their Coordination to 2 (already taken into account in the Attributes).

Cyborg

Fear Factor (3) - Cybermen are pretty scary and gain +6 on rolls to actively scare someone.

Natural Weapon (Electric Grip) - The Cyberman's grip delivers a powerful blast of electricity, increasing the damage of normal close combat grip damage by +2.

Natural Weapon (Particle Beam) - Later Cybermen have arm-mounted particle beams that are deadly - 4(4/L/L).

Networked - Cybermen are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.

Slow - Due to their heavy metal bodies, Cybermen are slow and stomping. Their Speed during chases is reduced to 1.

Technically Adept

Weakness (Minor) (Magnetism) - Strong magnetic forces can paralyse, knock out the emotion inhibitor and even kill a Cyberman. The Cyberman should make a Resolve + Strength Roll (**Difficulty 18**) when exposed to strong magnetic force. A Bad Result shuts down the Emotion Inhibitor, driving the Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman

Skills: Convince 2, Fighting 3, Marksman 2, Medicine 1, Science 1, Technology 4

Story Points: 3-6



CYBER GADGETS

CYBERMEN INFOSTAMPS [MAJOR GADGET]

The Infostamp is a small steel memory drive with data about different subjects. If the Cybermen do not have enough power to run their wireless network, they can rely on the infostamp to share data. When plugged into a Cyberman's chest, the data is transferred into the Cyberman, giving it the data that was imprinted on the stamp. There can be adverse effects to the infostamp if not handled properly. In the case of Jackson Lake, he accidentally caused one to backfire, flooding his mind with knowledge about the Doctor. Jackson was already in distress over the Cybermen taking his wife and son, and the data backfire caused him to actually believe he WAS the Doctor. With some fiddling, the infostamp can be used as a short burst energy weapon. The power unit can be opened, unleashing an energy wave strong enough to drop a Cyberman. The data inside a damaged infostamp can be restored by synchronising the energy within. This process is completed by the Cyberman gripping the infostamp and modulating its own energy with that of the device.

Traits

Data Storage: This device can hold almost unlimited data on one subject. The one that transformed Jackson Lake into the Doctor contained all the information acquired by the Daleks over hundreds of years.

One Shot: The power unit can unleash a pulse of raw energy causing 8 (4/8/12) *Note: Against Cybermen, armour is ignored.



Backfire: If a roll fails resulting in a Bad or Disastrous Result when trying to use an Infostamp, the information can backfire and actually replace some of the user's own memories. While the user gains a basic knowledge within the Infostamp, if the stamp is about a person they may actually think they are that person.

Story Points: 2

CYBER CONVERSION TABLE [SPECIAL GADGET]

When the Cybermen slipped into the Void, they were not able to bring with them the massive Cyber-factories necessary to convert the population en-masse. Instead they transported a Cyber Conversion Table through to our reality. The Cybermen took control of different elements of Torchwood London using earpieces grafted into the human brain. While they weren't removable like the EarPods on Pete's World, no one expected that bluetooth earpieces would harbor such horrific secrets. When the Cybermen finally invaded, they put their Conversion Table to good use, creating troops to help fight the Daleks. However, many people were converted without any brainwashing, causing some to resist the Cybercontrol, like Torchwood London's CEO Yvonne Hartman, who



was so dedicated to her duty that she turned on the Cybermen. Other humans were only partially converted, their bodies placed into a Cyber-frame without the armour plating. But without proper brainwashing, the conversion process is excruciating. In order to use the Cyber Conversion Table the subject needs to be strapped in. The table then removes all non-essential organs and parts, replacing them with cybernetics. When the process is complete, the victim is a combat ready Cyberman.

Traits

Cyber-Conversion: Once strapped into the table it takes about 5 minutes for the human to be transformed into a Cyberman in rushed conditions. During normal operations it takes around 10 minutes.

Fear Factor (3) - The Cyber Conversion Table is terrifying to behold unless you are well trained in self control or have seen alien technology. Characters seeing the table in action for the first time receive a -6 penalty to avoid being frightened.

Weakness (Major): The conversion table requires a lot of power. Without it, the Cyber Conversion Table will not function.

Story Points: 4

CYBER EARPIECES AND EARPODS

[SPECIAL GADGET]

On Pete's World, John Lumic made himself a virtual god by selling people his Cybus Industry EarPods, which transmitted data directly into the human mind. They were a huge fad. What people didn't know was he could also scan their memories and take control of his customers. When the Cybermen took control and began mass conversions they used the EarPods to mentally program humans in preparation to become Cybermen. When a human entered the Cyber-factory, the EarPod would shut down all nerve functions, making the conversion process painless. On our world, the Cybermen

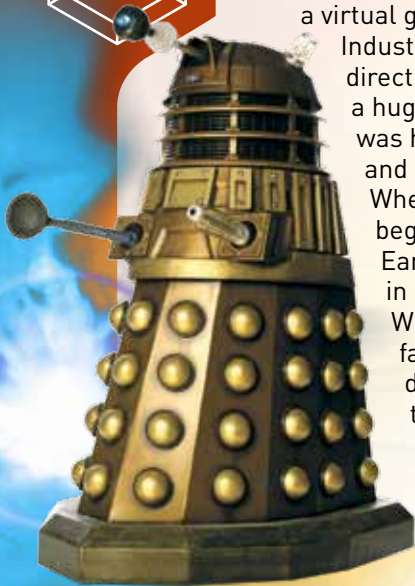
decided to partially convert humans by implanting them with Cyber Earpieces.

Each earpiece has a Cyberman nerve that is directly connected to the brain, much like you'd find inside of the regular Cyberman helmet.

The human is under total Cyber control. If the earpiece is removed, the human dies instantly (because you are ripping out part of their brain).

Traits

Possess - The Cyberman in control gains +4 on their roll to assume control of the victim.





CYBER CONTROLLER

Awareness 3 Coordination 1 Ingenuity 6
Presence 5 Resolve 5 Strength 9

Traits: Armour (Special Trait) – Heavy metal armour reduces damage by 15. It makes the Cyber Controller very slow, reducing its Coordination to 1 (already taken into account in the Attributes).

Cyborg

Fear Factor (3) - The Cybermen are pretty scary and gain +6 on rolls to actively scare someone.

Gadget (Special) Cyber Throne – Running masses of data and controlling thousands of Cybermen can be a wearing task on any machine. The Cyber Throne's cooling tubes attach to the front of the Controller and keep it from overheating. Fiber optic cables run from the Controller to the throne, processing thousands of commands and data streams. The throne itself is made of titanium alloys offering it great protection from damage (Armour 14). The throne can move around short distances using powered wheels (Speed 1).

Natural Weapon (Electric Grip) - The Cyberman's grip delivers a powerful blast of electricity, increasing the damage of normal close combat grip damage by +2.

Networked – The Cyber Controller is linked to all Cybermen. He can see and hear everything they do.

Slow - Due to its heavy metal body, it is slow and stomping. Its Speed during chases is reduced to 1.

Technically Adept

Weakness (Minor) (Magnetism) – Strong magnetic forces can paralyse, knock out the emotion inhibitor and even kill a Cyberman. The Cyberman should make a Resolve + Strength Roll (Difficulty 18) when exposed to strong magnetic force. A Bad Result means the Emotion Inhibitor shuts down driving the Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman.

Skills: Convince 4, Fighting 3, Marksman 2, Medicine 2, Science 4, Technology 5

Story Points: 8

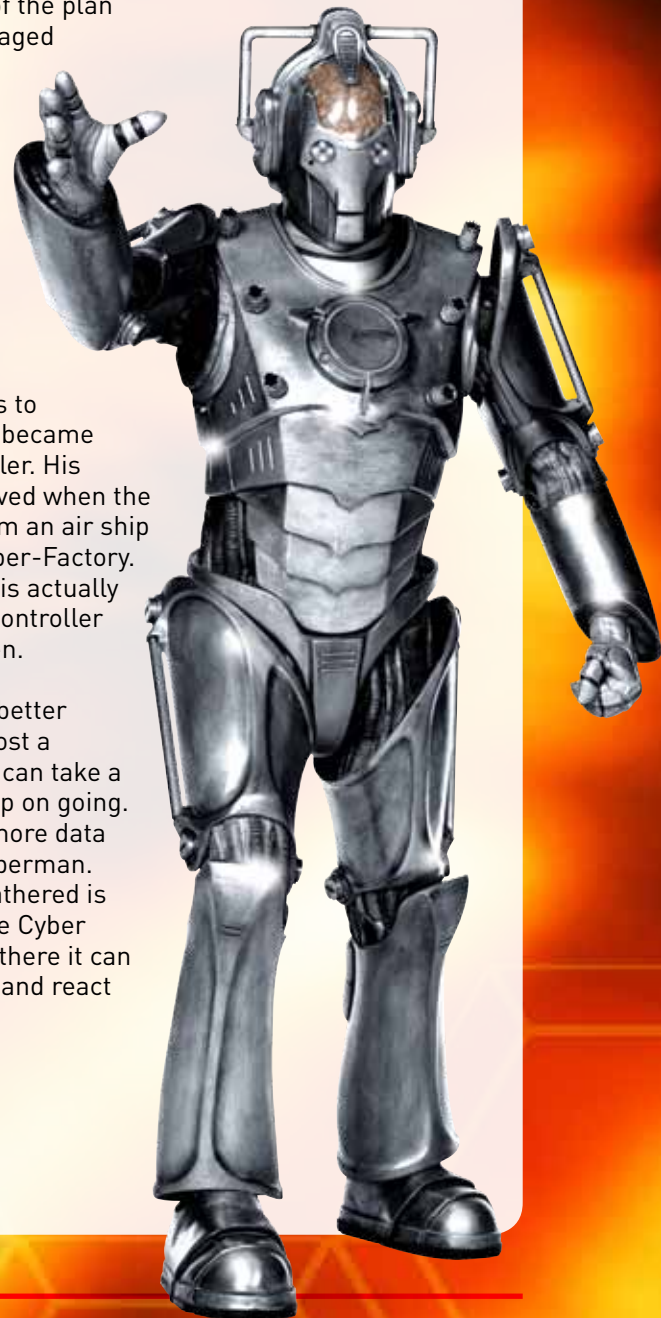
THE CYBER THREAT

Opponents of the Cybermen can expect to face a range of enemies alongside the standard Cyberman.

CYBER CONTROLLER

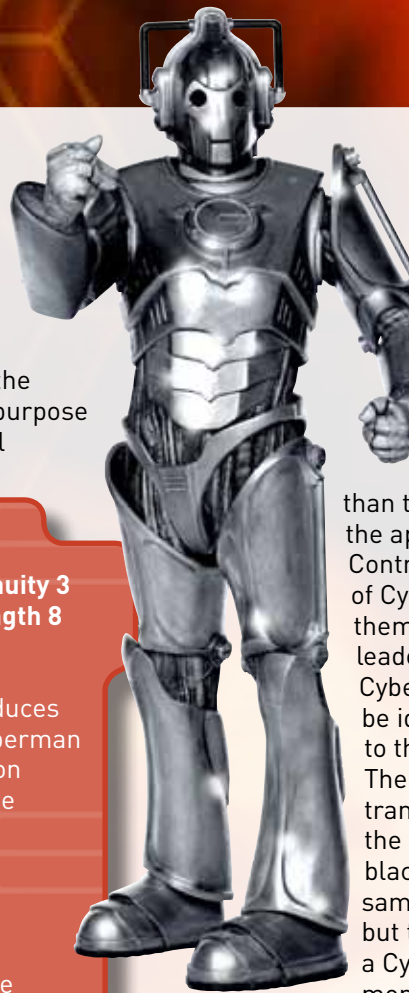
John Lumic was a brilliant scientist and businessman, but his body was dying. Lumic became determined to upgrade all of humanity into Cybermen with him as their god. Mr. Crane, Lumic's lifelong friend, saw the insanity of the plan and severely damaged Lumic's life support chair in an assassination attempt. As Lumic slowly died, he called out for his Cybermen to help him. Their logic determined that the only way to save Lumic was to upgrade him. He became the Cyber Controller. His reign was short lived when the Controller fell from an air ship into a burning Cyber-Factory. Whether or not this actually killed the Cyber Controller remains to be seen.

The Controller is better in every way, almost a walking tank that can take a pounding and keep on going. It can also store more data than a normal Cyberman. All information gathered is directly sent to the Cyber Controller. From there it can assess situations and react accordingly.



CYBER LEADER

The Cyber Leader is a field commander for the Cybermen. There will only be one Cyber Leader per Cybersquad, easily identified by the black 'handlebars' on its head. The purpose of the Cyber Leader is to direct small



forces of Cybermen, or Cybersquads, on missions. If the Cyber Leader is killed, its data is sent to a regular Cyberman who is designated to take its place. The Cyber Leader is not as powerful as the Cyber Controller but they are still better

than the standard version. After the apparent death of the Cyber Controller a small number of Cyber Leaders upgraded themselves to become a hybrid of leader and controller. Still called Cyber Leaders, these hybrids can be identified by their resemblance to the Cyber Controller.

Their brain shows through a transparent headpiece, although the 'handlebars' and faceplate are black. Their main function is the same as a normal Cyber Leader but they react and strategise like a Cyber Controller, making them more a kind of 'Cyber Planner'

(add 1 to Ingenuity if using this version of the Cyber Leader). This kind of Cyber Leader was seen in London building the Cyber-King in the year 1851.

CYBER LEADER

**Awareness 3 Coordination 2 Ingenuity 3
Presence 4 Resolve 4 Strength 8**

Traits: Armour (Major Trait) – The Cyberman's heavy metal armour reduces damage by 12. It does make the Cyberman very slow, reducing their Coordination to 2 (already taken into account in the Attributes).

Cyborg

Fear Factor (3) – The Cybermen are pretty scary and gain +6 on rolls to actively scare someone.

Natural Weapon (Electric Grip) – The Cyberman's grip delivers a powerful blast of electricity, increasing the damage of normal close combat grip damage by +2.

Networked – Cybermen are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.

Slow – Due to the heavy metal body, it is slow and stomping. Its Speed during chases is reduced to 1.

Weakness (Minor) (Magnetism) – Strong magnetic forces can paralyse, knock out the emotion inhibitor and even kill a Cyberman. The Cyberman should make a Resolve + Strength Roll (Difficulty 18) when exposed to strong magnetic force. A Bad Result means the Emotion Inhibitor shuts down, driving the Cyberman crazy, where as a Disastrous Result is fatal to the Cyberman.

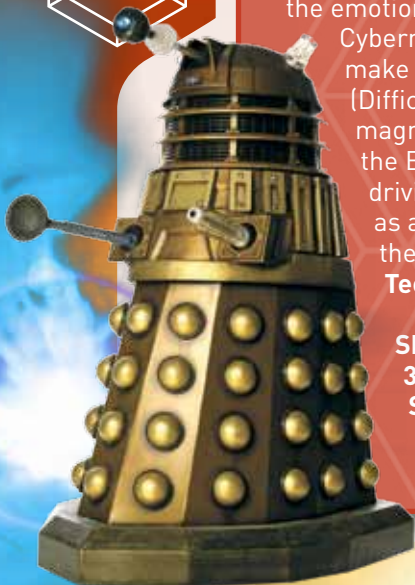
Technically Adept

Skills: Convince 3, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4

Story Points: 7

MERCY HARTIGAN/ CYBER-KING CONTROLLER

Before women's rights, there was an age of oppression in Victorian England. But a new age was coming, one of steel, lead by Mercy Hartigan, a Matron of a local workhouse. She was abused and oppressed by the men around her and, when the Cybermen arrived in 1851, she orchestrated the manipulation of powerful men and helped the Cybermen acquire their child workforce, all so that she could become more powerful than any man. When the Cyber-King was completed, Miss Hartigan was betrayed by the Cybermen as they plugged her into the control mechanism, exposing her to all the glories of Cybermen knowledge. However, Miss Hartigan's mind was so powerful and her hatred so deep that even as the Cyber-King she kept hold of her own will.

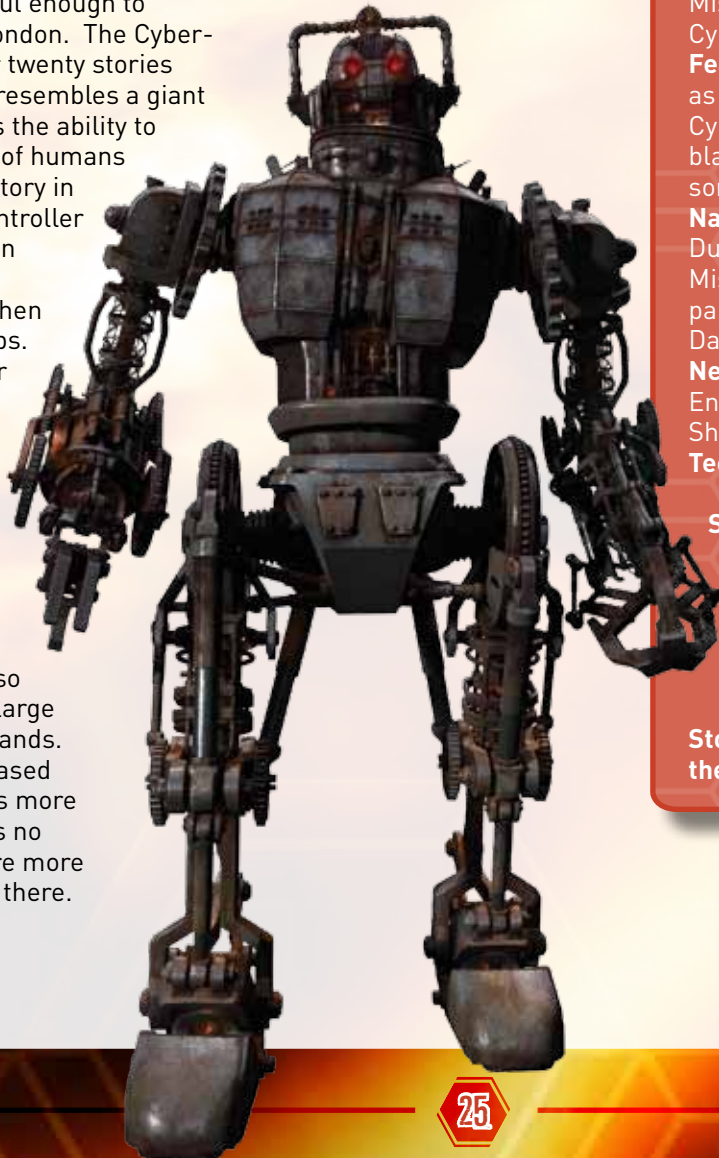




She offered to usher the Cybermen into a new age with the vengeance that burned inside of her. The Cyber Leader disagreed so she obliterated him. The Cyber-King then rose over Victorian London and attacked. The Doctor, in a hot air balloon and using a jury-rigged Dalek Dimension Vault and infostamps, tried to stop Miss Hartigan. He severed her connection to the Cyber-King, exposing her to the reality of what she had done and who she had become. Miss Hartigan and her Cybermen exploded and the Doctor sent the Cyber-King into the Time Vortex where is it thought to have been destroyed.

CYBER-KING

When the Cybermen arrived in 1851 London, the Cyber Leader set out to construct a Cyber-King. This dreadnought-class battleship would be powerful enough to upgrade all of London. The Cyber-King stands over twenty stories tall and roughly resembles a giant Cyberman. It has the ability to convert millions of humans using a Cyberfactory in its chest. The controller sits on a throne in the mouth. If the controller dies, then the machine stops. In order to power up the Cyber-King massive furnaces had to constantly burn for hours creating the energy to be stored in its battery unit. The Cyber-King is also armed with two large cannons in the hands. One is particle based while the other is more ballistic. There is no telling if there are more Cyber-Kings out there.



MISS HARTIGAN

Awareness 4 Coordination 2 Ingenuity 4
Presence 4 Resolve 8 Strength 2

Traits (As Miss Hartigan):

Attractive (Minor) - Miss Hartigan is beautiful. She used this to seduce the men of London. She gains a +2 when seducing men.

Brave - Mercy could stand around in the presence of Cybermen and not even flinch. She gains a +2 to any Resolve save.

Distinctive - Miss Hartigan was well known for her bright red dress and her good looks. She always stood out in a crowd. She suffers a -2 when trying to blend in.

Obsession (Major) (Hatred of Men) - So angered by oppressive men, Miss Hartigan was willing to destroy London to see them fall to their knees.

Traits (As the Cyber-King):

Dependent (Major) - As the Cyber-King, Miss Hartigan could not move from the Cyber-King throne.

Fear Factor (1) - While not as intimidating as a Cyberman, Miss Hartigan as the Cyber-King was spooky enough with her black eyes. She gains a +2 to actively scare someone.

Natural Weapon (Particle Head Beam) - Due to the raw power of the Cyber-King, Miss Hartigan needs to just think it and a particle beam projects from her headpiece. Damage: 10 (5/10/L)

Networked - All the Cybermen in Victorian England were connected to Miss Hartigan. She could bend their will to her own.

Technically Adept

Skills: (As Miss Hartigan)
Convince 4, Knowledge (London) 3

Skills: (As the Cyber-King)
Convince 3, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4

Story Points: 3 (As Miss Hartigan), 8 (As the Cyber-King)

CYBERSHADE

Of all the creations of the Cybermen, the Cybershade is probably the strangest. In the London of 1851, the majority of available Cyberman technology was being used to construct the Cyber-King. However they still needed some form of re-enforcements – thus the Cybershade was created. Using only the materials of the time, the Cybermen created this new form by implanting animal brains (probably a dog, cat or primate) into a body constructed of brass with grafted organic components. Their faceplate is an angled version of a Cyberman's but cast in brass. Covering their endoskeleton is a ragged black cloth. They gained their name by having merely a shade of true Cyber Technology in their construction. They are not as well armoured or constructed as a regular Cyberman, but do excel in speed – easily able to outrun a human – and they have the ability to scale walls. They also have increased strength, able to drag two adult humans behind them with little to no effect on their speed. Due to their animal nature, most of the time they walk on all fours. They can be programmed to do simple tasks such as driving a coach and horses. They are unable to talk, although they can occasionally hiss or make a humming sound, and can send information directly to other Cybermen. This data is only in image form, due to the animal brain's inability to formulate the information any other way, making them a sort of mobile camera, perfect to be used as spies for the Cybermen.

CYBER-SLAVES

When the Cybermen can't succeed through direct action, they activate their Cyber-Slaves. These are humans who have been fitted with Cyber Ear-Pieces and are totally under the control of the Cybermen. Each earpiece has a nerve that

CYBERSHADE

Awareness 4 Coordination 6 Ingenuity 1
Presence 3 Resolve 3 Strength 7

Traits:

Cyborg

Fear Factor (3) – The Cybershades are pretty scary and gain +6 on rolls to actively scare someone.

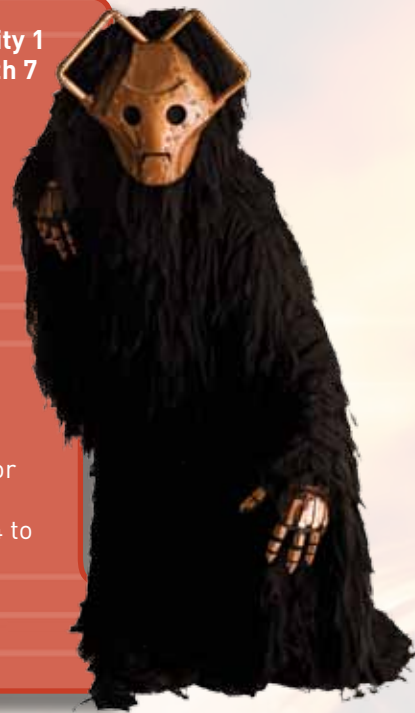
Climbing (Minor Good) - Cybershades are able to scale walls with ease. They gain a +4 to Coordination when climbing.

Networked – Cybershades are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.

Fast (Special) - Cybershades gain a +4 to their movement.

Skills: Fighting 4

Story Points: 3



runs directly into the Cyber-Slave's brain. Pull off the earpiece and the Cyber-Slave dies as the nerve rips away. When the Cybermen infiltrated Torchwood London, their Cyber-Slaves maintained an almost normal personality but their emotions didn't show. In 1851, the Cyber-Slaves were even more drone-like. They followed Mercy Hartigan's orders to the letter. Cyber-Slaves maintain their basic skills and knowledge, but are under the control of the Cybermen.

CYBER-SLAVES

Awareness 2 Coordination 3 Ingenuity 2
Presence 2 Resolve 4 Strength 2*

* or the same as the enslaved character

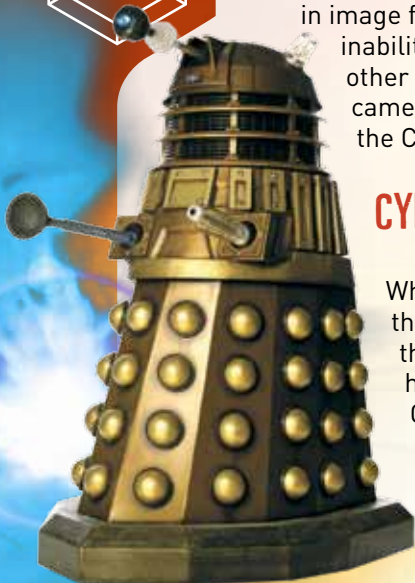
Traits: Dependency (Major) (Cyber Ear-Pieces) - Remove the ear-piece and the Cyber-Slave dies.

Enslaved

Networked – Cybermen are usually connected by wireless technology to each other and to their Cyber Leader/Controller.

Skills: Depending on the character, skills may vary. To represent this, skills may be between 1-4

Story Points: 2-3



MONDAS/TELOS CYBERMEN

The Cybermen didn't come into existence solely on Pete's World - the Doctor has encountered them before. In our universe, the Cybermen came from the planet Mondas, once a twin planet to the Earth. Millennia ago, Mondas drifted away from the Earth, out of the solar system, and out of the known universe entirely. As the journey continued, Mondas lost the heat and light from the Sun and had to improvise, building a giant concrete sky over their cities in an attempt to retain heat.

Trapped in this harsh new climate, the people of Mondas faced a terrible existence. Their bodies began to fail, unable to evolve quickly enough to cope with their new life. But the scientists of Mondas had a clever idea - if evolution could not aid them fast enough, then they would help it along. It began with replacing peoples' organs, giving them new, strong metal ones that would never fail and keep pumping forever. Next they were given steel lungs, better to breathe in their ever changing atmosphere as the planet drifted through space. As time went by, and needs changed, the Mondasians replaced more and more of their body, altering themselves until they were entirely encased in a metal shell. The trapped existence they had tried to escape had closed in around them forever.

The people of Mondas, though, saw this as a good thing. With their emotions removed, they saw themselves as truly perfect. Unable to feel pain, unable to feel anything. As they travelled across the stars, they wished to impart this gift to the people they met, enhancing the entire universe to their supposed higher plane. The universe gave them a name and the Mondasians came to be known as the Cybermen - their true origins slowly lost in the mists of time.

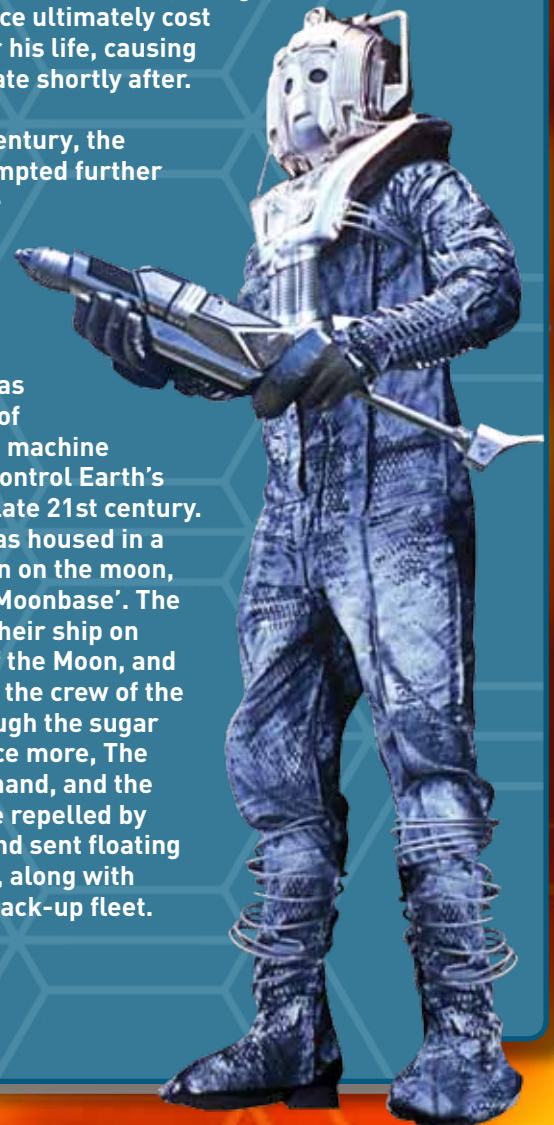
They were feared on the many worlds they visited, where they would take control and upgrade the inhabitants. The Cybermen didn't see this as an invasion. They were not hurting the inhabitants of these worlds - they were saving them from a life of pain, disease and death.

The Cybermen didn't become prominent in our galaxy again until the late 20th century, but they returned with a vengeance. They were first seen on Earth in 1968, when they worked with business man Tobias Vaughn to bring the world to a stand-still through the use of personal electronics, such as pocket radios. They were defeated by the Doctor, with help from the newly-formed UNIT. The Cybermen had used the sewers of London as a base, where they stalked in the darkness. Several years later, bits of the Cybermen were found in these sewers while

maintenance work was being carried out. These finds were kept secret and claimed as property of the crown by Torchwood, though some pieces made it out into personal collections - Henry Van Statten had the head of one in his museum of alien artifacts in 2012.

The first time the Doctor encountered the Cybermen, however, was during their attempted invasion of 1986 (wibbly-wobbly, timey-wimey... he is a time traveller, after all!). Mondas had returned to the Solar System, having spent so many millions of years away. The planet was dying and its last hope was to drain the power of Earth. Piloted back by the Cybermen, a small scout group touched down at the South Pole. Ultimately, their plan worked, they drained Earth of its power, but it went too far. Mondas took in too much energy and soon exploded. The Cybermen now had no home planet and were left skulking around the galaxy, building their numbers. The energy drain had a side effect, though, and the entire experience ultimately cost the First Doctor his life, causing him to regenerate shortly after.

Over the next century, the Cybermen attempted further invasions of the Earth. Their attempts usually focussed on off-world missions, such as seizing control of the Gravitron, a machine that helped to control Earth's weather in the late 21st century. The machine was housed in a scientific station on the moon, known as 'The Moonbase'. The Cybermen hid their ship on the dark side of the Moon, and began infecting the crew of the Moonbase through the sugar in their tea! Once more, The Doctor was on hand, and the Cybermen were repelled by the Gravitron and sent floating off into the Sun, along with their ship and back-up fleet.



After a few more invasion attempts on facilities such as 'The Wheel', a hi-tech medical base in Earth Orbit, the Cybermen once more vanished from the galaxy. They disappeared completely and their presence became just a series of stories in the history books. In truth, The Cybermen had merely gone into hibernation on the Planet Telos. Telos was a barren, rocky world, originally inhabited by the Cyons, a peaceful race who couldn't survive in temperatures above zero degrees. To survive, they built huge refrigerated cities underground in which they lived. The Cybermen took control of these cities, using them to house their armies. They set the systems to only allow the most intelligent and logical people to understand them, so that when they were awoken, they would have a group of new recruits perfect for turning into Cybermen. The Cybermen slept here for nearly a thousand years, with only minor disturbances to the sleeping soldiers.

Eventually, they woke and set off to fight a bigger war. The Cyber-wars of the late 25th Century raged across several galaxies, bringing destruction to hundreds of worlds. Once a world had been conquered, its people became the new troops of Cybermen to fight the war. Ultimately, many planets joined together in an alliance against the Cybermen, among them Vogra, the fabled planet of gold. Gold was deadly to Cybermen at this stage, as particles from the substance clogged up the Cybermen's breathing apparatus, effectively choking them to death.

By the end of the war, the Cybermen had truly lost all hope. Their numbers became so depleted that they were little more than small groups, floating through space on broken space ships. They no longer posed a serious threat to the universe at large. However, some groups of Cybermen continued to fight on, making acts of revenge against the alliance. Vogra was the first planet to suffer this fate, as the Cybermen attempted to destroy it, and shortly afterwards Earth was targeted for the same fate. The Cybermen's attempt at the destruction of Earth ultimately failed, though their ship did crash into the planet's surface, causing the extinction of the dinosaurs and, ironically, allowing the human race to evolve.

MONDAS/TELOS CYBERMEN

Awareness 2 Coordination 3 Ingenuity 3
Presence 3 Resolve 3 Strength 7

Traits: Armour (Minor Trait) - The Cyberman's heavy metal armour reduces damage by 5.

Cyborg

Fear Factor (3) - Cybermen are pretty scary and gain +6 on rolls to actively scare someone.

Natural Weapon (Particle Beam) - Later Cybermen have arm mounted particle beams that are deadly - 4(L/L).

Networked - Cybermen are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.

Slow - Due to their heavy cybernetic bodies, Cybermen are slow and stomping. Their Speed during chases is reduced to 1.

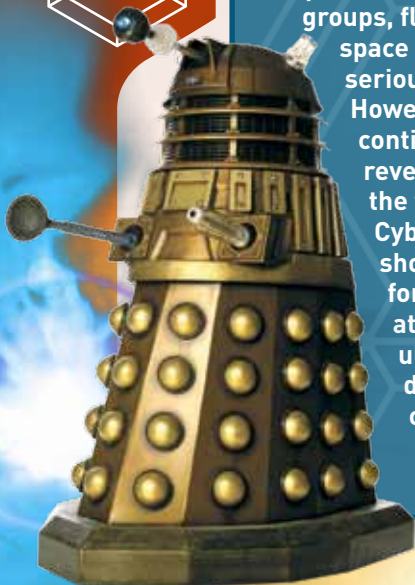
Technically Adept

Weakness (Minor) (Gold) - Gold particles are lethal to a Cyberman, clogging its respiratory system. Exposure to gold dust should be treated as if the Cyberman is "drowning" or suffocating in vacuum. Exposure to gold is normally Lethal.

Skills: Convince 2, Fighting 3, Marksman 3, Medicine 2, Science 1, Technology 4

Story Points: 3-6

One group of Cybermen managed to develop Time Travel technology and set about creating a massive army. Back to full strength, the new Cyber Army travelled through time to Earth in 1988. Here they planned to seize control of a statue of Validium, a living metal brought to the Earth from Gallifrey. The Doctor ultimately set the Validium against the Cybermen and it destroyed their fleet. The Doctor believed this to be the last of the Cybermen in our universe, but the universe holds many secrets. There are many dark corners of space, hidden from view where a new Cyberman army could be forming, waiting to seek revenge against their enemies...





DALEK

In the entire universe, no race has caused more death and destruction or incited more fear and terror than the Daleks. Those who see a Dalek for the first time often underestimate them. They look like little more than an armed pepper pot, some sort of silly robot that will have a problem getting up stairs. Nothing could be further from the truth – their advanced technology and will to conquer at all costs makes them one of the darkest forces the Doctor has ever faced. Daleks are not robots but a crippled mutant encased in an armoured battle-suit. This battle-suit is armed with a weapon that can fire in a 360-degree arc and spells instant death for any life form it strikes. It is encased in both armour plating and a force-field, making it immune to almost every form of weaponry. The survival systems allow a Dalek to survive easily under water or in hard vacuum. Even the heat of falling through a planet's atmosphere from space cannot destroy the suit or kill the mutant inside. Energy thrusters in the casing allow the Dalek to fly in space or in atmosphere at low altitudes. Finally, advanced computers allow the mutant to hack into most computer networks, downloading huge amounts of data in moments. Everything about a Dalek is designed to kill and destroy; even their plunger-like manipulator arm can suffocate a man to death, crush their skulls or extract their brainwaves.

However, the most terrifying thing about the Daleks is not their weapons and armour, but their attitude and beliefs. All Daleks believe they are superior to all other forms of life. They alone have the right to command and dominate. They believe in no greater force than themselves



and insist that no form of morality applies to them. It is their mission not only to control the universe, but also to cleanse it of all non-Dalek life. Even with advanced technology, as the Time Lords learnt to their cost, it is hard to face such a determined and aggressive enemy. Daleks feel no fear, will kill in an instant and feel no remorse. They consider the universe only in terms of war and murder. Daleks have no art or culture, they exist only to fight and conquer. Anything that cannot be used as a weapon or a defence is no use to them.

As one of the most technologically advanced races in the universe, mere weapons and armour rarely manages to destroy the Dalek threat. One of their only weaknesses is their predictability, due to their reliance on logic. It is the Doctor's cunning, ingenuity and abstract thinking that has led to their defeat each time. The Daleks are also extremely pragmatic, which has often given their enemies respite from their attacks. Free from emotion, the Daleks never get angry or upset over the results of battle. If resistance proves too strong they will not push forward out of pride or martial spirit, they will retreat and reconsider. However, if they believe they can overcome an obstacle they will sacrifice as many slaves, resources and even themselves to achieve their objective.





Daleks are slaves to their own race, seeing the individual as unimportant compared to the glory of the Dalek race as a whole.

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

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

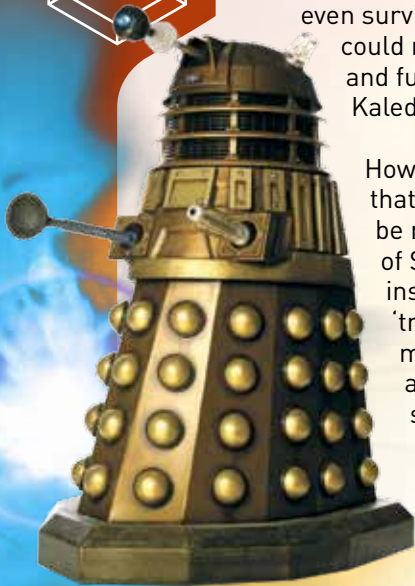
However, it became very clear to Davros that the mutations were too advanced to be reversed, especially as the surface of Skaro was heavily irradiated. So instead, he designed and built a 'travel machine' for the mutants. The machine was armed and armoured and built with an advanced life support system.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

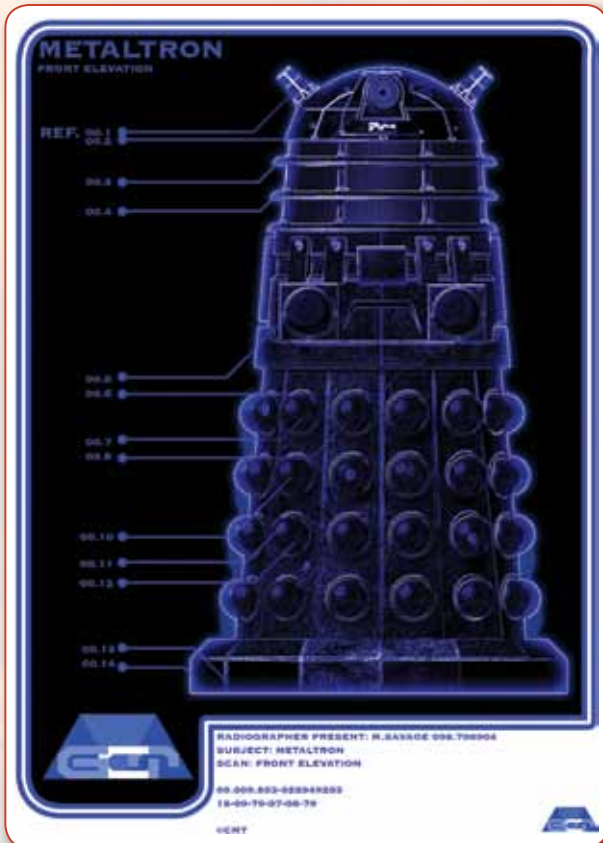
Unfortunately, Davros was not quite the patriot the Kaleds expected. Instead of just advancing the mutation to discover its results, he decided to make a few modifications of his own. He removed 'useless emotions' like love, compassion and mercy. His intention was to create a new army, loyal to him alone and utterly dedicated to his goals of conquest and supremacy. The Kaleds learned of Davros' treachery too late. By the time they suspected he had his own agenda, too many 'travel machines' had been built and Davros quickly took control. The mutants turned on the Kaleds and destroyed them all, leaving only enough of them to create more mutants. A new race had been born, a race of mutants encased in weaponised body armour, and Davros named them his 'Daleks'.

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

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

Even before the Time War, the Doctor had fought the Daleks so often that they knew him as 'The Oncoming Storm'. The struggles between the Doctor and his enemies were many and varied; he fought them across Space and Time, through battles that would later come to be seen as small skirmishes in the Time War. The Doctor was present at all the crucial moments in the Dalek's evolution, either through accident or design.





DALEK

Awareness 3 Coordination 2 Ingenuity 4
Presence 4 Resolve 4 Strength 7*

*The Dalek mutant inside has different Attributes when removed from the Dalekanium casing (see page 34).

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

Cyborg

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

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

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

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

Natural Weapon (Exterminator) - The legendary Dalek weapon usually kills with a single shot (L4/L/L).

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

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

Special – Emergency Temporal Shift: If under threat of being destroyed or captured, major villain Daleks (such as the Cult of Skaro) also have an ‘Emergency Temporal Shift’, allowing them to disappear from their current location to appear randomly anywhere in time and space.

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

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4, Survival 4

Story Points: 5-8



The Doctor returned to Skaro, centuries after the Dalek's creation, when they tried to revive their creator for assistance in a war they were losing. The Daleks hunted through the ruins of the old Kaled city, located Davros and revived him with the help of his own life support systems. Davros was later arrested by Earth authorities and held in cryogenic suspension aboard a prison ship for 90 years. Once more, The Daleks came to find him and free him, always seeking his help with their problems. To the Dalek race, Davros was not the leader he had wanted to be, he was merely a tool to help them through any difficulties or setbacks.

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

Eventually, the war between the Daleks reached Earth, as the two sides battled for 'The Hand of Omega'. This powerful Stellar Manipulator was created by the Time Lords and used to turn suns super-nova, forming black holes which would provide the power source for their time travel. The hand was hidden on Earth by the Doctor in 1963, shortly after he fled his home world. Caught in the war between Dalek factions, the Doctor tricked Davros into using the Hand, which led to

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

The fight between the Dalek factions began to wane as a larger battle loomed. As the Time War approached, the Dalek factions fought separately against the Time Lords and the other species. No one knows quite when the two factions joined together, but at some stage the Daleks united against their new enemies.

In the final battle of the Time War, it was the Doctor who found himself able to end the Daleks forever, but only at the cost of his own people. Seeing no other option he destroyed both the Daleks and Gallifrey, but still the Daleks survived. The Dalek Emperor managed to escape the destruction and rebuilt the Dalek race in secret using small amounts of corrupted human tissue. These new Daleks loathed their origin to the point of insanity, but worshipped the Emperor as a God - the last pure Dalek. Again the Daleks were wiped out, as Rose Tyler erased them from existence, using the power of the Vortex. However, another group of Daleks, the 'Cult of Skaro' had hidden from the war in the void between dimensions. They protected a device they called the Genesis Ark, a Time Lord prison that contained millions of Daleks. Even though the Cult of Skaro succeeded in opening the Ark, the Doctor and Rose managed to send the Daleks back into the Void.



Every time he has faced the Daleks, the Doctor has defeated them; but usually at terrible cost. Somehow they always survive, too full of hate to truly die. They have escaped through emergency time travel, fallen through time and space, crashed into the timelocked events of the Time War, freed their creator Davros (only to treat him like a pet-like prisoner) to be destroyed again by the Doctor, betrayed by one of their own. No matter how many are destroyed, what losses they take, or how thoroughly they are defeated, they always find a way to rebuild and return. No other race has proved quite so resilient, not even the deadly Cybermen. When only one Dalek remained, it found a way to generate millions of new Daleks.

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

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



Dalek assault forces rarely bother to communicate with an invaded planet, as they are not interested in discussion. They will only negotiate if threatened with a stronger force. So any conversation will simply be a list of their demands, one of which will be unconditional surrender. When all resistance is quashed, an occupation force remains on the planet to oversee the removal of all mineral resources. Art, culture and knowledge are of little or no interest to the Daleks. They will keep a certain amount of the population alive to strip mine the planet, or to detail to them any technological advances that the conquered planet might have that interest them. In general, anything that isn't a tool of war is ignored so, sometimes, cunning resistance fighters have used non-military technology applied cleverly to repel an occupation force. However, these instances are rare, and usually when the planet is stripped of all the Daleks need they just leave. They rarely kill the population as that would waste time, but with a broken planet those who survive Dalek enslavement rarely live long, unless they can escape their shattered home.

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

DALEK MUTANT

Awareness 3 Coordination 3 Ingenuity 4
Presence 3 Resolve 4 Strength 5

Traits: Alien Appearance (Major)

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

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

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

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

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Survival 4, Technology 4

Story Points: 2-4

While the Doctor has defeated the Daleks time and again, they continue to return to plague the universe. As yet, no race has risen to take their place as one of the greatest evils in the universe. There is no doubt that somewhere out there, something of them

survives. Something that is plotting and rebuilding, waiting for the right time to rise again to dominate the universe.

DALEK MUTANT

Outside their armour, the true Dalek mutant is repulsive and almost pitiable. However, while they are significantly less threatening and very vulnerable, they are still very dangerous. They are far stronger than they appear and still have the will to kill and destroy. The mutant creature is little more than a brain with tentacles and a single eye, although the mutations have made no two quite alike. Some mutants (such as Dalek Sec) are quite large with many strong grasping tentacles. If left for an hour outside a survival suit the mutant will tire and die. In this time they will do anything to return to the protection of their suit, becoming more dangerous and desperate with each minute.



DAVROS

DAVROS — CREATOR OF THE DALEKS

This crippled old man could have used his genius to benefit all life in the universe. However, years of war and bigotry, added to an innate superiority complex, turned Davros into a truly despicable creature. He is utterly amoral, seeing his needs and desires as the only things of importance, even compared to the lives of others. He cares nothing for anyone else, the closest things he has to children are his Daleks and even these he considers to be his tools and playthings. Sadly for him, the Daleks were not content to follow the orders of their creator. They had inherited his feelings of superiority and failed to recognise Davros as better than them, something he could never have foreseen in his arrogance.

Kept alive by his travel chair, Davros has been cheating death for centuries and it shows. There is little left of the man but his genius and megalomania remain strong. His relationship with his creations has changed over the centuries. They disposed of him, only to discover they needed his intellect later on. Civil wars have raged between Daleks loyal to Davros and those loyal to the Emperor.

During the Time War, Davros fought beside his creations but was lost in the jaws of 'The Nightmare Child'. However, Dalek Caan, falling through time, was able to rescue him and together they rebuilt the Dalek race from Davros' own body. Even these new Daleks refused to serve Davros but they both wanted the same thing, the ascendancy of the Daleks over all life. The Reality Bomb Davros created, powered by twelve planets stolen across time, very nearly succeeded.

VARIANT DALEKS

Not every Dalek is built the same way. While most follow the basic form, there are several specialist variants. In most cases the mutant assigned the specialty in question keeps it for life. However, some Daleks are transplanted from shell to shell depending on the amount of specialists required. All these variants have the same traits and abilities as the basic Dalek, except where noted.

Awareness 2 Coordination 2 Ingenuity 7
Presence 2 Resolve 6 Strength 2

Traits: Boffin – First and foremost, Davros is a scientist.

Cyborg – Most of Davros' body has been replaced with machine parts and augmentations

Dependency (Major) – Davros needs to remain connected to his chair's life support system to survive. He is almost completely immobile without it and it keeps his damaged body alive. Without the chair, he will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.

Fear Factor (1) – Davros' reputation makes him an intimidating presence, +2 on rolls to actively terrorise.

Gadget – The lifesupport chair also houses the Scan and Transmit Traits.

Indomitable – Davros' will is extremely strong

Immortal (Major) – Davros' life support chair can keep him alive almost indefinitely.

Natural Weapons (Major) – Davros can fire a lethal beam of energy from his remaining hand L (4/L/L).

Obsession (Major) – Davros is obsessed with the complete and total domination of the universe.

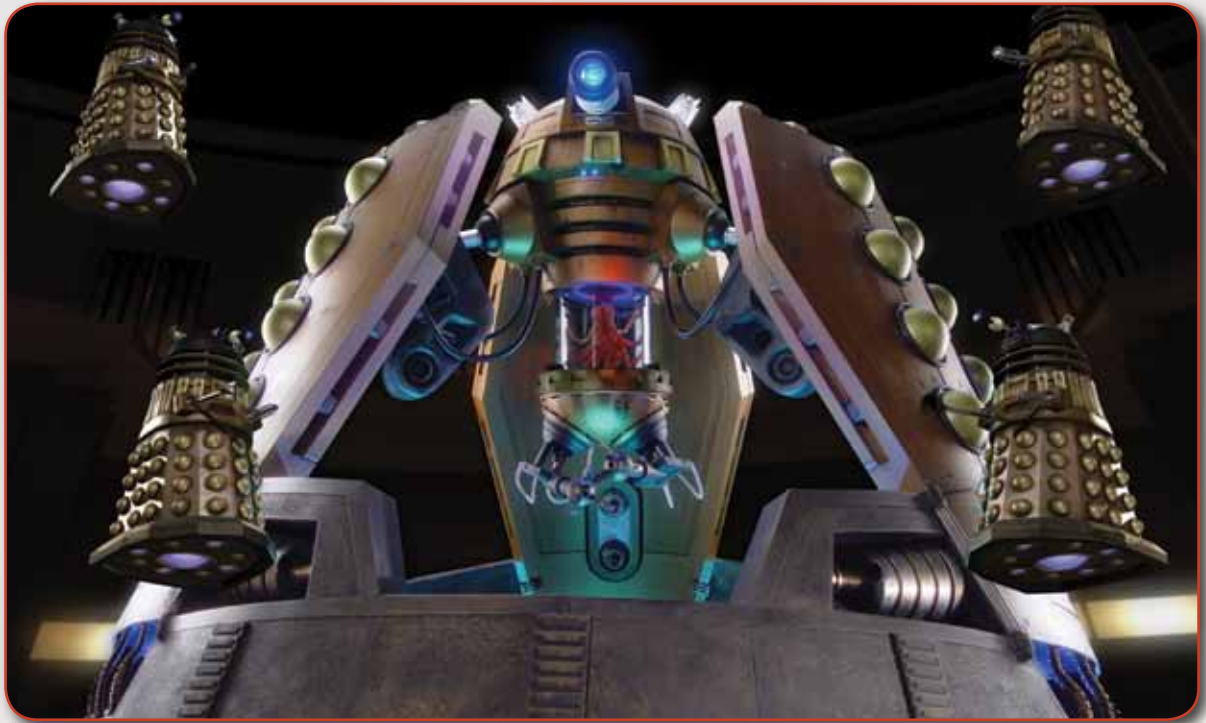
Scan – The same interface Daleks are equipped with is fitted into Davros' chair, allowing him to connect to computers and even with living beings to absorb data in great quantities.

Technically Adept – The creator of the Daleks is a master technician.

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

Story Points:
10-12





THE EMPEROR

The Dalek Emperor is encased in an immobile shell that leaves the mutant inside visible (but still protected). He has no weapons but is protected by the most advanced armour and force-fields. A cadre of Imperial Guard Daleks surround him at all times.

While it might seem strange that their leader is immobile, it is not that simple. The Emperors' housing might be static but it is actually part of his command carrier spacecraft. Effectively, the Emperor is the command saucer, the most powerful spacecraft in the Dalek fleet, making him far from immobile and unarmed. Should the Emperor decide to visit a planet he can always move into a more standard Dalek casing (though usually larger). However, it is unlikely he would have any interest in doing so. He only needs to know if the Daleks have prevailed, something he can see from the power and safety of his spacecraft.

The Emperor was believed to be destroyed in the Time War along with his ship. He was actually cast through the Vortex, heavily damaged. This did little for the

Emperor's mental state driving him into a state of deluded deified madness. The Emperor rebuilt the Daleks from stolen human cells and proclaimed himself not just the Emperor but the God of all Daleks.

DALEK EMPEROR

Awareness 3 Coordination 2 Ingenuity 4
Presence 4 Resolve 4 Strength 7*

Traits (as Dalek, without Exterminator but also with):

Huge (Major) - The Emperor Dalek is enormous and gains +4 to its effective Strength and gains +2 to its Speed (if detached from the command saucer). It does make it easier to hit (+4) and to see (+8).

Skills: Convince 3, Knowledge 5, Marksman 3, Medicine 4, Science 4, Subterfuge 5, Technology 6

Story Points: 6-9



IMPERIAL GUARD DALEK

Circling the Emperor at all times are several of his elite guards. These Daleks have black head domes and have a second weapon instead of a manipulator arm.

IMPERIAL GUARD DALEK

Statistics as Dalek, with additional Trait:

Two weapons – An Imperial Guard Dalek may damage two targets each attack rather than one (though both targets must be close to each other due to the configuration of the weapons). They may also cover an area with a spread of fire, affecting anyone in the firing arc but with a reduced damage of 6(3/6/9).

Story Points: 5-8

SUPREME DALEK

Close to assuming the title of Emperor, the Supreme Dalek led the forces of the Crucible. This Dalek's red and gold casing made it easily recognisable and it stood far taller than any other Dalek. However, for all the Supreme Dalek's imposing nature, it didn't survive long against Captain Jack Harkness.

SUPREME DALEK

Statistics as Dalek, except for:

Ingenuity 5

Skills: Convince 4, Science 4, Technology 5

Story Points: 10

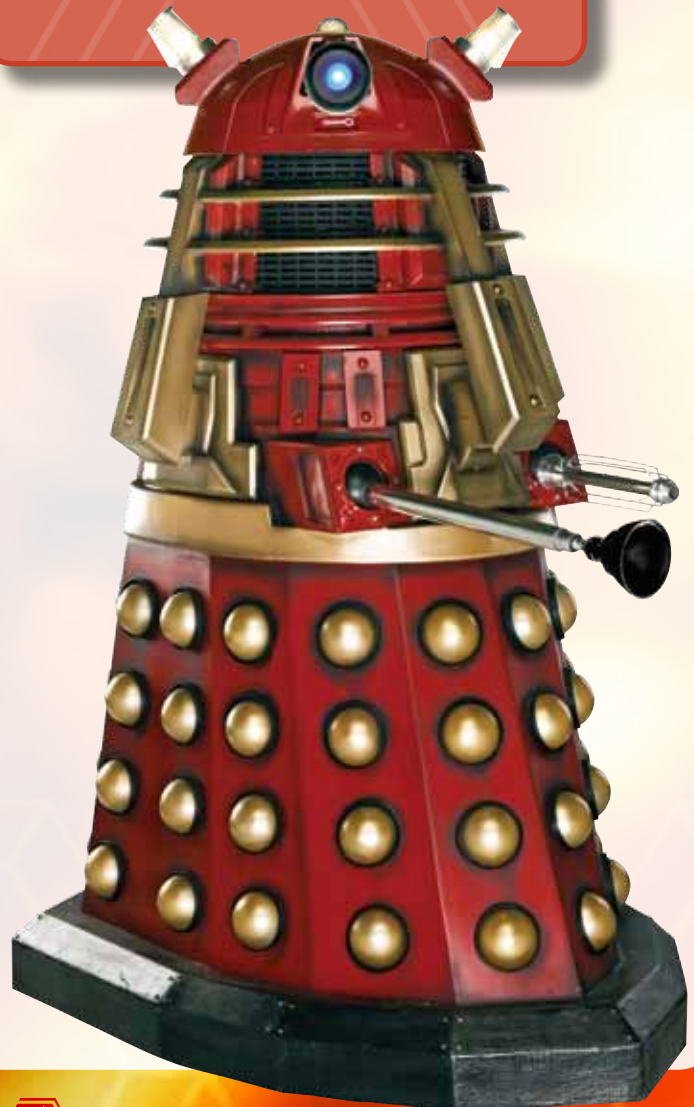
ASSAULT DALEKS

A vital resource in the assault on Satellite 5, selected specialist Daleks had claws with blowtorches instead of a manipulator arm. They could also be recognised by the darker bronze colour of their casing.

ASSAULT DALEK

Statistics as Dalek, with additional Trait:

Weapon (Fireclaw) – The statistics for Assault Daleks are no different from the basic Dalek, as their claws allow them to do much the same as their manipulator arms. However, they can use the blowtorch to set fire to objects or to burn through doors and other obstacles (doing 5(2/5/7) per Round to a door or barrier).



THE CULT OF SKARO

While the Daleks may not value feelings and humanity, they recognise that those with these 'failings' have defeated them. So they created the Cult of Skaro, four of the most intelligent Daleks, who dedicated themselves to trying to think like humans so that they might create new strategies that could not fail.

CULT OF SKARO

Awareness 3 Coordination 2 Ingenuity 5
Presence 4 Resolve 4 Strength 7*

*The Dalek mutant inside has different Attributes when removed from the Dalekanium casing (see p.34).

Traits: The Cult of Skaro are no more powerful than most Daleks but they are among the smartest and technologically adept of their race. They have all the basic Dalek Traits but also:

Special (Imaginative Cunning) - As their remit is to think like humans, the Cult of Skaro are not only intelligent but imaginative in their tactics. They have all of a Dalek's pragmatism but are not bound by pure logic. The Gamemaster should allow a Cult of Skaro Dalek to spend a Story Point to predict even the most 'out of the box' plans as they understand how illogical and imaginative people think. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have covered all the bases and created a foolproof anti-Dalek plan.

Special (Emergency Temporal Shift)

- If under threat of being destroyed or captured, the Cult of Skaro also have an 'Emergency Temporal Shift', allowing them to disappear from their current location to appear randomly anywhere in time and space.

Skills: Convince 2, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Survival 4, Technology 5

Story Points: 6-9



The Cult of Skaro escaped the Time War by hiding in the Void. There in the dark, Daleks Caan, Thay, Jast and their leader, Sec, waited, protecting the Genesis Ark, a Time lord prison containing millions of Daleks. However, upon returning from the Void, the Doctor was waiting. During their encounter the Cult were forced to use their emergency temporal shift to escape and found themselves in New York in the 1930s.

The last of their kind, the Cult of Skaro attempted to create a new Dalek race. However, infighting and the interference of the Doctor and Martha Jones caused the Cult to destroy each other before dying at the hands of their creations. Only Dalek Caan survived, escaping by an ill-advised Temporal Shift. His desperate journey cast him into the Vortex and utter madness, but it allowed him to free Davros from the Time War and bring back the Dalek race once more.

DALEK SEC – HUMAN/DALEK HYBRID

Understanding that they were the last of their kind, the Cult of Skaro sought a way to create more Daleks. Dalek Sec came to the conclusion that evolution was the key to Dalek survival and experimented on himself to create a Human/Dalek hybrid. It was time for the Daleks to become something new if they were to not only survive but also prosper. However, after Sec's transformation, the other members of the Cult decided he was too infected with humanity to be truly Dalek. He was taken prisoner and executed by the remaining Cult of Skaro.



PIG SLAVES

The first experiments in gene splicing that the Cult of Skaro performed resulted in the Pig Slaves. These creatures were made from bonding pig DNA with a living human to change their form and lose their humanity. Pig Slaves have only an animal level of intelligence and are made utterly loyal to the Daleks.



PIG SLAVES

Awareness 2 Coordination 3 Ingenuity 1
Presence 1 Resolve 3 Strength 4

Traits: Alien Appearance – Pig slaves resemble humans but have the skin colour and head of a pig. They communicate in a grunting language but understand English.

Skills: Athletics 3, Craft 1, Fighting 3, Survival 1, Technology 1

Story Points: 1-3

HUMAN DALEKS

Having mastered the manipulation of human genetics, the Daleks moved forward to their final experiment. Taking a collection of kidnapped humans who had been hollowed out into mere shells, they spliced their own personality and essence into a new race of Human Daleks. This new race was intended to begin the Dalek race anew, devoid of anything but Dalek programming. Even so, they turned on their creators, as that last spark of humanity could not be erased entirely.

HUMAN DALEK

Awareness 3 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 3

Traits:

Indomitable – The strength of two races gives Human Daleks great reserves.

Networked – Human Daleks have a group mind to allow them to work as a team and share information.

Weapon (Exterminator) – Human Daleks are armed with Dalek weapon's redesigned as rifles. Like the legendary Dalek weapon, it usually kills with a single shot (L[4/L/L]).

Skills: Athletics 3, Convince 1, Fighting 3, Knowledge 3, Marksman 3, Science 2, Survival 2, Technology 2, Transport 2

Story Points: 3-5

DALEK SEC HUMAN HYBRID

In his casing, Dalek Sec has the same Traits as a Cult of Skaro Dalek. He lost these Traits as he gained his humanity but lost nothing of his technological genius. As a Dalek or Hybrid, his Skills remain the same. However, as a Hybrid, his attributes become:

Awareness 3 Coordination 3 Ingenuity 5
Presence 4 Resolve 4 Strength 4

Skills: Convince 4, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Subterfuge 3, Survival 4, Technology 5

Story Points: 6-9



O D C E - F

THE FACE OF BOE



One of the most aged characters the Doctor has encountered is the legendary, sage-like creature known as the Face Of Boe. Thought to be billions of years of age (though no one knows exactly how old he is) he is one of the Boekind and exists as a giant, craggy face encased in a glass and metal container. Here he survives on what seems to be a strange combination of fluid and gas that flow around him. He is able to move around as the tank has a set of caterpillar tracks at its base. Though he is just a face, he is regal in appearance and conveys a great sense of power and knowledge and is respected by nearly all who meet him. Communication between the Face Of Boe and other life forms is done telepathically.

The Ninth Doctor first met the Face Of Boe in the year 5.5/Apple/26 at an event known as Earthdeath (which is exactly what it says it is) on board a space station, Platform One. The Doctor and Rose discovered that the Face Of Boe was the financial backer of the occasion. Whilst there, they diffused a plot by Lady Cassandra to stage a fake hostage situation.

The Tenth Doctor then met the Face Of Boe in New New York in the year 5,000,000,023. Boe seemed to be dying and was being looked after by The Sisters Of Plenitude, mainly Novice Hame. Here the Doctor was told that Boe had spoken of a traveller, someone like himself whom he would reveal a great secret to. Suddenly cured, Boe transported himself out of the hospital. It would be another thirty years before they would meet again. Once more in New New York and being looked after by Novice Hame, Boe actually spoke four words to the Tenth Doctor, "You Are Not Alone", a prediction that would later come true when the Doctor met his nemesis and fellow Time Lord, The Master. This is the one and only time he used his actual mouth to speak. The Face Of Boe then died after using all his energy to save New New York.

Legends surround the Face Of Boe. The strangest being from a news report on Bad Wolf TV in the year 200,000 which reported that he was pregnant. Boe's exact origins have yet to be confirmed but Captain Jack Harkness did once reveal that as a youngster he became the Poster Boy for the Boeshane Peninsula, earning him the nickname the Face Of Boe.

CHAPTER TWO: CATEGORY - NON-HUMAN



THE FACE OF BOE

Awareness 4 Coordination 2 Ingenuity 6
Presence 5 Resolve 4 Strength 2

Traits: Alien

Armour - The Face of Boe's chamber is armoured to protect the Face inside.

Dependency [Major] - The Face of Boe is unable to leave his life support chamber. While this is mobile, if the workings are damaged it can be fatal.

Precognition - The Face of Boe has flashes of the future and of other places.

Psychic

Telepathy - The Face of Boe communicates mostly by telepathy.

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

Skills: Convince 4, Knowledge 6, Medicine 1, Science 4, Technology 4

Story Points: 12

THE FAMILY OF BLOOD

The Family of Blood were an arrogant, parasitic race of single-minded and incredibly vicious aliens, who would kill without a second thought but were cursed by their limited life-span. They tracked down their enemies using their over-developed sense of smell, with a seemingly limitless range. This allowed them to follow their prey across the universe as well as through time. The Family were a brutal breed who had a single goal – to use up and merge into as many life-forms as they possibly could, to help prolong and preserve their own existence. When they possessed or ‘took over’ a new life form they behaved almost exactly as the original person but with subtle differences, such as walking more stiffly and sniffing the air more regularly (at times incredibly loudly), that would give them away. The Family retained the memories of their host although they lacked the adaptability to be totally convincing. They hoped that by capturing a Time Lord body they would achieve their ultimate goal, to be able to live for eternity. Four members of this violent family unit encountered the Doctor; Father of Mine, Mother of Mine, Son of Mine and Daughter of Mine; but it is possible more exist. All could communicate telepathically as well as controlling animated objects.

Death appears to be sport to them, as they witnessed bereavement and slaughter without giving a thought to the consequences. This is probably due to their selfish, over-confident attitude of self-importance. Everything revolved around their survival but they are not as tactically aware as other predatory races, such as the Sontarans.

The Family of Blood once chased the Doctor and Martha across the galaxy. They wanted his body to allow Son of Mine to live forever, then determined to share out the Doctor’s remaining lives. The Doctor used the Chameleon Arch to rewrite his biological structure and hid in his new human form in a time and place where it would be difficult for the Family to find them, with his Time Lord consciousness hidden in a pocket watch.

The Doctor became John Smith, a Schoolmaster at Farringham School for Boys in 1913.



FATHER/MOTHER OF MINE

AKA Farmer Clark/Jenny

Awareness 2 **Coordination 2** **Ingenuity 3**
Presence 2 **Resolve 4** **Strength 4**

Traits: Alien

Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.

Fear Factor (1) - The family gain +2 on rolls to actively scare someone.

Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.

Psychic

Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 2, Convince 1, Fighting 3, Knowledge 1, Marksman 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

Story Points: 10

SON OF MINE

AKA Jeremy Baines

Awareness 3 Coordination 4 Ingenuity 4
Presence 2 Resolve 4 Strength 4

Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.

Fear Factor (1) - The Family gain +2 on rolls to actively scare someone.

Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.

Psychic

Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 3, Convince 2, Fighting 3, Knowledge 1, Marksman 3, Subterfuge 2, Survival 3, Technology 3, Transport 2

Story Points: 12

Martha became a maid at the same facility. Using a Vortex Manipulator, the Family of Blood landed their invisible ship in Blackdown Woods near the school and possessed several humans almost immediately. By utilising molecular fringe animation, Son of Mine created an army of scarecrows to help root out the Doctor and brought carnage and fear to an unsuspecting village. The scarecrows weren't armed but seemed unstoppable as bullets failed to halt their march.

Eventually, the Doctor tricked the Family and condemned them to an eternity of misery and darkness. Father of Mine was cloaked in unbreakable chains, forged in a dwarf star. He was left screaming in a wet and dank corridor where no one would hear him. Mother of Mine was trapped forever into a collapsing galaxy. Son of Mine was given an ironic sentence, the Doctor suspended him in time.



DAUGHTER OF MINE

AKA Lucy Cartwright

Awareness 2 Coordination 2 Ingenuity 3
Presence 2 Resolve 4 Strength 4

Traits: Alien

Alien Senses (Smell) - The Family have an incredibly good sense of smell, gaining +4 to Awareness rolls to allow them to track their prey over great distances.

Fear Factor (1) - The Family gain +2 on rolls to actively scare someone.

Possess - In their natural form, the Family of Blood are green gaseous forms that can take control of their victims, though this process usually destroys any remnant of the target.

Psychic

Telepathy - The Family remains in telepathic contact with each other.

Weapon: Energy Pistol - L (4/L/L)

Skills: Athletics 2, Fighting 1, Knowledge 1, Subterfuge 4, Survival 2, Technology 1

Story Points: 11

He was to spend his days dressed as a scarecrow, watching over and protecting England's green and pleasant land. As for Daughter of Mine, she was placed within every mirror known to exist. The Doctor seems to have taken a small amount of pity on the Daughter and never forgets to visit her, once a year. Their dreams of wanting to live forever came true in a horrific way they would end if they possibly could.



SCARECROW

Awareness 2 Coordination 2 Ingenuity 1
 Presence 1 Resolve 2 Strength 4

Traits: Alien

Dependency - The scarecrows are under the control of the Family of Blood, without them they are lifeless.

Fear Factor (2) - Scarecrows gain +4 on rolls to actively scare someone.

Skills: Athletics 2, Convince 4, Craft (Sculpture) 2, Fighting 3, Knowledge 3, Medicine 1, Subterfuge 2

Story Points: 10

**FLESH (AKA "NEW HUMANS")**

New Earth in the Galaxy M87 is the home of humanity in the year five billion. Following the expansion of the Sun, in which the Earth was destroyed, the human race became nostalgic. Having spread out across the galaxy, many found themselves wanting to go 'home'. It was then that they found a planet the same size, and with the same atmosphere and climate, as Earth.

As the population of humans on New Earth quickly grew, a whole plethora of disease and illness grew with them. The planet's medical staff – led by the pioneering Catkind, the Sisters of Plentitude (see p.17) – were overwhelmed and didn't know how to cope.

Matron Casp – head of the Sisterhood – devised an idea to attempt to fight the spread of disease. Creating a sterile 'intensive care' in the centre of the hospital, she installed a farm for human plague carriers. They infected them with diseases and found ways to cure them. Soon, they looked outside their world, bringing in infected patients from other planets, finding a cure for their diseases before they had a chance to infect New Earth.

The Sisters' skill became famous and people flocked to them for cures. It was in one of their hospitals, in Ward 26, that the Doctor visited the Face of Boe upon request. During his visit, the Doctor was alerted to the human test subjects being held deep within the hospital. As he explored, he found them beginning to feel emotion and beginning to truly 'live' – far removed from the slabs of meat the Sisterhood believed them to be.

Once released from their cells by the Lady Cassandra, the test subjects reached out for the Sisterhood, infecting and killing anyone they touched. Having been denied touch and feeling for so long, they longed to reach out to other beings. Grabbing several cures, the Doctor brewed a super-cure that worked on contact with an infected individual, distributing it to the diseased humans using the hospital lift's disinfection system. He was filled with glee as they began to pass it to each other, curing them of their illness and establishing them as a brand new sub-species – New Humans.

INFECTED NEW HUMAN "FLESH"

Awareness 2 Coordination 1 Ingenuity 1
 Presence 2 Resolve 2 Strength 2

Traits:

Fear Factor (1) - Gets +2 on rolls to actively scare someone.

Natural Weapons (Disease) - With a successful contact of Good or Fantastic, the victim is infected with every disease the Sisters had researched. This is usually instantly fatal: L (4/L/L).

Skills: Athletics 2, Fighting 1

Story Points: 2



FOREST OF CHEEM

Among the many and varied creatures of the universe, there are a few that achieve a truly mythical status. Time Lords, The Eternals, but perhaps the most widely known is the denizens of the Forest of Cheem.

By the 'Middle Blue Period' of the planet Earth, during the year 111222/9967, the planet had accumulated terrible debts with the New Empire of Mars and other worlds. In an attempt to alleviate these debts, areas of land across the Equator were illegally sold off at auction. Many of these areas were purchased by the Deathsmiths of Goth, who submitted the peoples of these lands into a life of slavery.

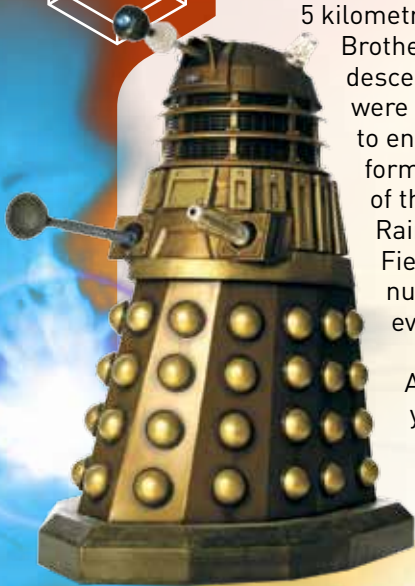
But one area, 800 kilometres long and around 5 kilometres, wide was sold to the wonderful Brothers of Hame. The brotherhood, descendents of the legendary Halldons, were renowned genetic experts, dedicated to enhancing the universe with new forms of life. They isolated their patch of the Earth, consisting mostly of the Rainforest, in the Panjassic Asteroid Field. There they cultivated the trees, nurturing them and enhancing their evolution.

An evolutionary journey of a billion years was completed in a mere 300. First the rainforest achieved a

level-three sentience, which allowed them into the Shadow Proclamation's catalogue of life in the Universe. Within a further two generations, the trees had started to reform. Faces, moulded into the bark, began to grow in the trunks of the trees, whilst arms reached from the tree-tops. It is said, in the myths of the forest, that 'the wind in the branches became a single, harmonious voice'.

Two hundred years from the beginning of the experiment, the Forest named itself. The name 'Cheem' was taken from their word for 'water'. The Cheem language is made up from a combination of Earth dialects and those of the Brotherhood. The forest existed on the groves of the asteroid field and as they reached level-four sentience, they began to resent the ever-watchful eyes of the Brotherhood. The trees wanted independence and small skirmishes broke out during their attempt to assert their own evolutionary rights. A meeting was held between the Nobles of the Forest, those cultivated from the oldest trees and the Brotherhood. By the end of the century, the Forest was granted complete independence.

The history of the Forest to this point is well documented by the Brotherhood, and by other authorities that kept an eye on the experiments, but the Forest then takes a shadowy turn into legend and myth. It is said that every tree heard



FOREST OF CHEEM



Awareness 4 **Coordination 3** **Ingenuity 3**
Presence 3 **Resolve 4** **Strength 3**

Traits: Alien**Alien Appearance****Armour (Minor) (Lacquered Paper)** -

Ceremonial armour is worn by Coffa and Lute reducing damage by 5.

Gadget (Special) Digital Assistant (aka Metalmachine) - This little device could scan a life form and identify its point of origin. It is slightly temperamental and did not want to tell Jabe about the Doctor's true nature. After a couple of taps, 'Metalmachine' gave in and told her about the Time Lord.

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

Special (Plant Based) - The Forest of Cheem can photosynthesise and create oxygen from carbon dioxide.

Weakness (Extreme Heat) - Because their skin is made of wood, the Walking Trees are easily flammable. Whenever in a dry environment with intense heat roll 1d6: 1-3 They dry out and cannot move, 4-6 Their skin combusts turning them into a pile of ash.

Skills: Knowledge (Time War) 4,
Fighting 2, Science (Botany) 5

Story Points: 3

the great calling. The entire species boarded their bark-ships and fled the Asteroid field in the course of a single night. They were seen to fly to the far edges of the Universe and out of recorded memory.

What they encountered there, what they saw, is never spoken of. Some say they encountered God. Others say the Forest killed God. Yet more claim the Forest is God. But no tree-form will ever discuss the Great Calling, nor its purpose or consequences. Following an absence of five-thousand years, the Forest returned to the known Universe, with unparalleled wisdom and grace. They had ascended to join the Higher Species in legend and myth.

It is said that the tree-forms now walk in the most hallowed of halls, among the star-formers in the Heavens and among the mysterious Lords of Time themselves. Whilst legends persist of a great, invisible, Time War, it is said that they observed the secret battle and wept.

Now, as Humanity dissipates across the Galaxy, and the Forest's roots spread to all civilised worlds, they are treated with reverence wherever they go.

In the year 5.5/Apple/26, at an event held to mourn the destruction of the Earth, the Forest was represented by Jabe Ceth Ceth Jafe, a direct

decendent of the Forest's early nobles, with a lineage dating back to the Rainforests during their time on Earth. Being of such noble status, she was accompanied to the event by Coffa and Lute, two royal aides.

Jabe was amazed upon learning that the Doctor was a Time Lord, having grown up with the legends of the Time War told by her ancestors. She befriended the Doctor and ultimately died for him, helping him to save the lives of everyone at the event.

FUTUREKIND

The Futurekind are humanoid hunters who live in several packs on the planet Malcassairo, around the year 100,000,000,000,000. The planet is a barren, harsh, rocky world and the Futurekind have evolved to survive in the environment. Tough skin gives them some protection against the sharp rocks on the surface, while battle-scars are proudly displayed as trophies of battle. They file their teeth down to a point to give themselves a more fearful appearance and to help them in the hunting of their prey. They wear piercings with pride, handed down family lines showing allegiance to their clan.

Futurekind are carnivorous, hunting for human meat. They once hunted the insectoid population of Malcassairo, the Malmooth, until the fall of the Conglomeration and the near-extinction of the race. The few survivors took shelter in a silo built by humans who had come to the planet, migrating from near-by worlds that were beginning to fall apart with the end of the universe approaching.

The last of the Human empire had come to the planet as refugees, seeking passage to 'Utopia'. Deep inside the Silo, Professor Yana was building a rocket ship with his assistant, Chantho. He believed it would provide the escape that the humans were looking for. The humans were scared of the Futurekind and guarded their base fiercely, checking the teeth of those they admitted.

It was said amongst the refugees that the Futurekind are what they were destined to become, should they not reach Utopia, though this was only speculation and myth. In reality, they are the decedents of a crashed spaceship, carrying an entire human colony to the Silo, some 20 generations ago. Crashing on the far side of the planet, the survivors turned feral and evolved down the generations to better survive the harsh environment of Malcassairo.

As the end of the universe quickly approached, a member of the Futurekind infiltrated the Silo, and ripped apart key parts of the base's



FUTUREKIND

Awareness 4 Coordination 4 Ingenuity 2
Presence 2 Resolve 3 Strength 4

Traits:

Brave - The Futurekind are fearless and receive a +2 bonus to Resolve rolls when facing something scary.

Fear Factor (2) - Futurekind gain +4 on rolls to actively scare someone.

Natural Weapons (Teeth) - +2 to Strength in damage if the Futurekind bites someone.

Tough - They have a natural toughness that reduces the amount of damage they take from injury by -4.

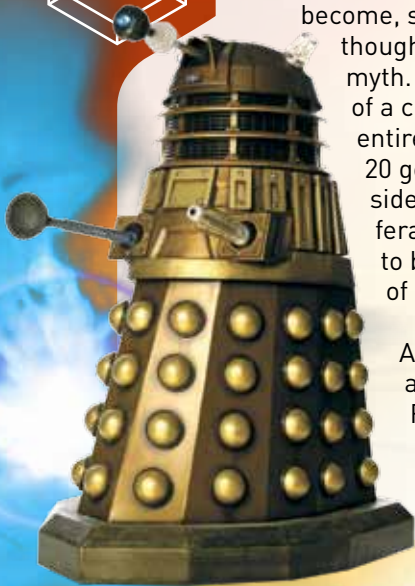
Weapons: Knives

Skills: Athletics 4, Convince 1, Fighting 4, Knowledge 1, Subterfuge 2, Survival 3

Story Points: 6

electronics' system, just as the rocket took the last humans to find their paradise. An infiltrating Futurekind managed to destroy the security system, allowing entry to its hungry pack waiting outside. Charging in en masse, they hunted the remaining life forms, among them the Doctor, Martha Jones and Jack Harkness.

They were left alone on the world when Jack teleported himself and his companions back to 21st century Earth, using his vortex manipulator. The eventual fate of the Futurekind is, as-yet, unknown, though they are likely to have perished as the universe collapsed around them at the end of time.





GELTH

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

Because the human body produces gas when it dies, the Gelth were able to survive for short periods of time in the bodies of the deceased, animating them into zombies at Sneed & Co. Undertakers. With the help of Charles Dickens, the Doctor traced the animated corpse of Mrs. Peace to Sneed & Company's funeral home.

Realising that Gwyneth's abilities may be the only hope to properly communicate with the Gelth, the Doctor suggested a séance. When the ectoplasmic aliens appeared, they played on the Doctor's dark past and told him that their bodies were destroyed in the Time War and they needed to come through the Rift to survive. The only way to do so was through Gwyneth.



Agreeing to the Gelth request, Gwyneth went to where the Rift was bleeding through and the Gelth made their true intentions clear: invasion. They wanted to kill the whole human race and use them as vessels. The Doctor realised that, if he were to flood the morgue full of gas, the Gelth would be drawn out of their corpse bodies. The plan worked. Gwyneth sacrificed herself to save the Doctor and his companions by lighting a match in the gas filled morgue. The invasion was foiled.

GELTH ZOMBIES

Awareness 2 **Coordination 1** **Ingenuity 2**
Presence 6 **Resolve 4** **Strength 4**

Traits: Alien

Alien Appearance

Fear Factor (4) – In their zombie form, the Gelth are terrifying to behold. They gain a +8 to scare people.

Weakness – The Gelth are vulnerable to fire which causes double damage.

Skills: Convince 4, Fighting 4, Knowledge 4

Story Points: 3

GELTH

Awareness 4 **Coordination 4** **Ingenuity 2**
Presence 6 **Resolve 4** **Strength 0**

Traits: Alien

Alien Appearance

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

Fear Factor (4) – In their gaseous and zombie form, the Gelth are terrifying to behold. They gain a +8 to scare people.

Possession – The Gelth can possess the bodies of the dead (See Gelth Zombie).

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

Skills: Convince 4, Fighting 4, Knowledge 4

Story Points: 4

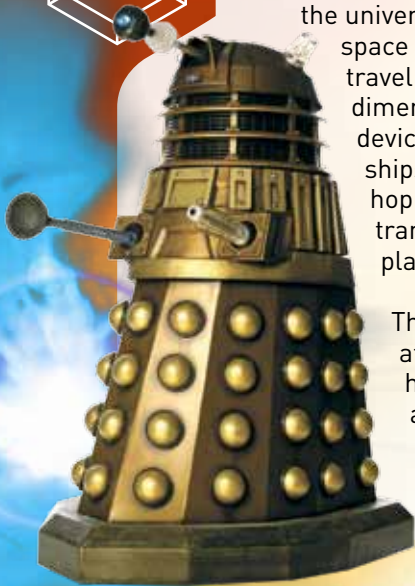


GRASKE

Standing about four feet tall, the Graske are humanoid creatures with pointed chins, rough mottled skin and beady eyes. They have three easily recognisable tentacles that flow from the top of their heads to the backs of their necks and, with a mouthful of razor sharp teeth, the Graske look like twisted dwarves filled with malice and dark desires. Hopelessly misunderstood, they are perceived as a menace to society – meddlesome creatures that delight in taking what does not belong to them. Wherever there is trouble, it is said by many wise races, look into the darkness and you will find one of the Graske.

While they are not evil, the Graske are morally dubious at best. A race of scavengers that advance their knowledge by stealing the technology of other cultures, they know many of the lost secrets and hidden pathways of the universe and have mastered the time-space pathways of the galaxy. They can travel through time and even different dimensions through various technological devices. The Graske do not travel in space ships, instead each wears a dimension-hopping belt that allows them to transport themselves from place-to-place in a flash of brilliant blue light.

The Graske pay great interest to the affairs of other races and appear to have shape-shifting technology which allows them to assume almost any form. They are generally a peaceful



GRASKE

Awareness 4 Coordination 2 Ingenuity 4
Presence 3 Resolve 2 Strength 2

Traits: Alien

Alien Appearance

Enslaved (minor) – Many of the Graske have been enslaved by more powerful races and are forced to do their bidding.

Gadget – Dimension Pistol.

Shapeshift (Minor) – The Graske can use their alien technology to assume any form they choose.

Teleport – The Graske can teleport at will, transporting themselves (and others) not only across the galaxy but through space and to other dimensions.

Vortex – The Graske have technology which allows them to travel to other times and dimensions.

Skills: Convince 2, Fighting 2, Knowledge 3, Marksman 1, Subterfuge 5, Survival 1, Technology 2, Transport 2

Story Points: 1-3

Dimension Pistol

The Graske's high-tech weapon has various settings:

- Imprison a target in one of various dimensions or worlds (Limbo is their preferred choice).
- Stun a target.
- Freeze a target in time (temporarily) lasting 60 (30/60/90) seconds.
- The weapon does have a damaging attack 5 (2/5/6) but the Graske prefer not to kill unless absolutely necessary.

race and make poor warriors, so they prefer to achieve their goals through more subtle means. They have been known to replace the inhabitants of a desirable planet with changelings, storing the original life forms in stasis chambers on their home world. The changelings are almost perfect copies, although their eyes can glow green under certain circumstances.

Being somewhat weak of will, the Graske have been enslaved by many powerful beings over the centuries.

The Graske are always scheming, always trying to further their unfathomable goals. Trouble follows them wherever they go. They are seen as gremlins, interfering with key pieces of

technology or getting in the way of progress. They can be found sticking to the shadows, observing key events in history, for what purpose none can say. The Graske know much about the universe, and they will eagerly get involved in the affairs of others, but there is a price to pay for everything they offer.



HATH

The Hath are a race of aquatic humanoids, who became allies of humanity in the 61st century. Together they and the human race mounted a joint colonisation effort to bring both of their people to the stars.

To a human, the Hath are a very strange species. They stand a little taller than the average human but are significantly bulkier and a little stronger. What makes them odd is that they are not descended from land dwelling creatures, like much life in the galaxy. Instead they have evolved from fish, very similar to Earth Lungfish. Unlike fish, the Hath have developed hands and feet like a human, although they still need to breathe water rather than air. This requires them to wear a special breathing mask filled with a nutrient liquid, when on dry land. The fluid in their mask has a greenish tinge but this is due to purification chemicals that recycle the water and make it more pleasant to breathe. Without their mask, a Hath can breathe air for around five minutes before beginning to suffocate. However, if they can get to any form of reasonably clean water in that time they will be fine.

As they usually wear a mask, the Hath are unable to speak in the same way humans do. Underwater, they use a language that relies on body movement and signals as much as it does a sub-vocal gargling. When wearing a mask the bubbling is muted and less distinct, making the





Hath use greater body language to communicate. The limitations of communicating through their masks have made the Hath extremely empathic when it comes to body language. They are able to understand even the most confused attempts at communication from other species far better than most. Unfortunately, few other races share this ability, making it often a one-sided communication.

The Hath are quite a gentle race, though they are capable of becoming soldiers. The limitations of their ability to communicate often makes them express themselves through touch. They often do the equivalent of a human 'group hug' to renew bonds of friendship and solidarity or welcome new members to their group. This has led to the Hath being especially fond of sculpture in their art, and their artists put indentations and textures into the sculpture so that you need to feel the shapes and contours of the piece to appreciate it fully.

Hath and humans have similar technology and have shared most of their greatest advances due to the spirit of trust between the two races. Like humans of the era they use flame projectile rifles and



HATH

The following are statistics for a Hath soldier (like Peck). Individual Hath might come from a variety of other professions, for which you should adjust their skills accordingly.

Awareness 3 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 4

Traits: Alien

Alien Appearance

Armour (Flak Jacket) – Reducing any damage taken to the chest by 4 points.

Empathy

Environmental (Minor) – Aquatic

Special – The Hath all wear breathing apparatus when on dry land. This acts as a filter that makes them immune to most toxic gasses or to suffocation. Effectively, it is as if they are wearing a gas mask and have their own air supply.

Weapon: Flame Rifle (4/L/L)

Skills: Athletics 3, Fighting 3, Knowledge (Weapons) 3, Marksman 3, Science 1, Subterfuge 1, Survival 2, Technology 2

Story Points: 3-5

highly advanced cloning technology to create a population for their colonies. This cloning technology is among the most advanced in the universe. It does not simply create a duplicate from an organic sample. If it did, the colonies of clones would not have the necessary gene pool to survive. Instead the cloning technology mixes the DNA of the organic sample with a template. The sample ensures all the necessary genes are present but the technology adds a random factor that creates a totally new person rather than a copy. A single organic sample contains enough potential variables to create nearly a hundred new individuals. The template is clever enough to create the clone fully mature and 'pre-loaded' with a selection of skills to create a colony of trained farmers, scientists or even soldiers.

Sadly, despite their appearance, the Hath are very much like humans when it comes to paranoia and violence. Misunderstandings can lead to warfare as easily as it can with humans, even though both races are capable to great courage, decency and empathy.

The Doctor, Donna and Martha ran into the Hath on the planet Messaline. The planet was being colonised by Humans and Hath, but in the process, war had broken out between the two races. As the robot drones continued to build and terraform the planet, the colonists adapted their cloning technology to produce only soldiers and continue a war that lasted for generations. Understanding that something has gone horribly wrong, the Doctor tracked down 'The Source' which turned out to be the final part of the terraforming process. He breathed life into the planet using the device and helped the Humans and Hath finally make peace, though at a price.

HATH PECK

When she was separated from the Doctor and Donna by an explosion, Martha found herself trapped on the Hath side of the war on Messaline with an injured Hath called Peck. Despite her medical training, she could do little more than guess at how to heal his wounds but she still managed to reset Peck's dislocated shoulder. This act proved to the Hath she was not some enemy human but a potential friend, and Peck remained with her, looking for a way to repay her kindness.

While they could not communicate easily, Peck proved a loyal friend to Martha and went with her to the surface of Messaline, even though he was frightened of what might be up there, having led an underground life.

On the surface, Martha slipped into quicksand and could not reach Peck. Instead of leaving her, Peck jumped into the quicksand and helped to push Martha to safety. However, he could not save himself and he sank into the quicksand as Martha watched helplessly as his breather mask shattered.

Even though they only knew each other for a short time, Martha was deeply affected by Peck's death. It reminded her that to travel with the Doctor is to not only experience wonders but often to see people you care about die. She realised that her time in the TARDIS had come to an end and she must make a new life with her fiancé on Earth.



HOIX

Awareness 6 Coordination 6 Ingenuity 2
Presence 2 Resolve 3 Strength 5

Traits: Alien

Alien Appearance

Alien Senses (Smell and Sight) - The Hoix have an excellent sense of smell, giving them a +4 bonus on Awareness rolls that involve these senses.

Armour - The Hoix's combination of tough skin and body armour reduces damage by 4.

Berserk Rage - When enraged or angered, the Hoix must make an Ingenuity and Resolve roll (**Difficulty 18**) to avoid entering a Berserker Rage. If it fails, and goes berserk, it ignores any effects of damage (short of death) and will not stop until it has literally ripped the source of its anger to pieces. The rage lasts 20 (10/20/30) minutes depending on how badly the initial roll was failed.

Fear Factor (2) - Although shorter than the average human, the Hoix have jowls filled with sharp pointed teeth. They gain a +4 bonus on rolls when actively scaring someone.

Natural Weapons - The Hoix have razor-sharp claws that can do a great deal of damage (Strength +2).

Tough - The Hoix are natural scavengers and are used to harsh living. This innate toughness reduces any damage to Attributes by 2.

Weakness (Minor) - The best defence against a Hoix is to temporarily impair its heightened senses. A combination of cleaning chemicals, while potent and dangerous to humans, can completely impede a Hoix's senses. When blinded and its sense of smell overcome with chemicals, the Hoix has little choice but to remain motionless until these senses return. In this state a Hoix can be captured relatively safely, though it may attempt to lash out at anyone disturbing its recovery. If successfully hit in the face with the necessary cocktail of chemicals, the Hoix's Awareness is reduced to zero for 1-3 hours (depending upon the roll) and is unable to hunt.

Skills: Athletics 5, Fighting 5, Survival 5.

Story Points: 1-2

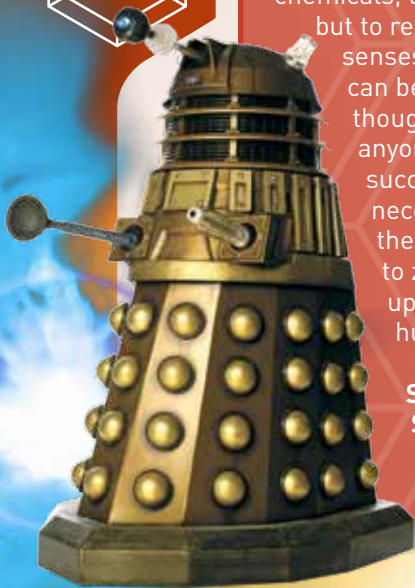


HOIX

The Hoix are a fierce-looking humanoid race with brown skin, sharp teeth and exposed gums. Little is known about them other than they have ravenous appetites and are exceptional hunters. Hoix prefer fresh meat as often as possible, although they are not particularly choosy about the quality.

Of animal intelligence, the Hoix have little more than a primitive, animalistic society. They communicate in a rudimentary language with grunts and growls. They have a heightened sense of smell, along with very keen eyes, and can track prey across great distances. Although initially timid, a Hoix will pursue its target with exceptional tenacity, especially when sure of victory. If the Hoix is threatened or made angry they enter a berserk rage, becoming formidable warriors capable of shrugging off even the most grievous wounds.

The Hoix are rare beyond their home world, yet a few fall through rifts in time-space and find themselves in unfamiliar places, where they keep to the shadows, feasting off the scraps left by humanity and preying on fresh meat when the opportunity presents itself. They like to make lairs near hospitals and places close to the sick and infirm, where the hunting is easy.





ISOLUS

The Isolus are a spaceborn race who live their entire lives in the depths of space, carried along by solar winds. They resemble white flowers with streaming tendrils and are incredibly long-lived, taking many thousands of years to reach adulthood.

Isolus are born as spores and placed in heat-powered pods by their mother. These pods travel in telepathically-connected sibling groups of approximately four billion individuals as they grow to adulthood. To pass the millennia while they mature, the Isolus spores use their ionic power to create virtual fantasy worlds in which to play. This power allows the Isolus to create entire environments, bring inanimate objects to life or, in the case with a lone Isolus spore trapped on Earth in 2012, transform living things into drawings, trapping them within the ionic energy.

Isolus spores are empathic, requiring constant companionship and strong positive emotions, such as love and hope, in order to flourish. Without the positive contact of their siblings, an individual Isolus can become frightened, lonely and lash out in their pain and fear, as with any other child. The problem is that this child has complete control over the ionic energy at its disposal, meaning that it can create anything in an attempt to satisfy its every whim.

ISOLUS

Awareness 3 Coordination 2 Ingenuity 2
Presence 2 Resolve 4 Strength 1

Traits: Alien

Alien Appearance

Environmental – Isolus can survive in the depths of space.

Flight

Networked – Isolus are telepathically and empathically connected with their siblings, but this power only works in proximity.

Possess – Isolus can control the actions of another being by entering their bodies.

Special (Ionic Power) – The Isolus' greatest power is their control over ionic energy, which the spores use to create elaborate fantasy worlds to play in with their siblings. The Isolus can use ionic power to create anything they imagine, bringing things from that fantasy world to life in the real world. They can also draw other living beings into the fantasy world.

Telepathy

Skills: Craft (ionic constructs) 4

Story Points: 5-8



JAGRAFESS

During the Fourth Great and Bountiful Human Empire, Satellite 5 was responsible for all news across planet Earth. What the citizens didn't realise was that their news was being controlled by alien investors, a consortium of interstellar banks. The Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe was placed in control of Satellite 5 in order to supervise the enslavement process and to increase the banks' profits. Using implants, the Jagrafess was able to read the thoughts of anyone chipped. This way, if a human even toyed with the idea of questioning the news, it could adjust their thoughts or promote them to Floor 500, where the Jagrafess could kill them and use their bodies to help process data. The plan eventually failed, after the Doctor discovered what was going on and put a stop to it. The Jagrafess exploded when the air conditioning system on Satellite 5 was set to heat Floor 500.

A Jagrafess is a large slug-like creature with a big mouth and slimy skin. In the case of Satellite 5, the Jagrafess used the satellite as a shell and utilised the station's cooling system to keep its body temperature down which runs dangerously high due to its high metabolism. It also had a direct link to all information that flowed through the news networks. In addition, it would control anyone who it killed, via the chip in their heads - like zombie drones. A Jagrafess can live to be over three thousand years old. The one on Satellite 5 had been in control for over 91 years.



THE MIGHTY JAGRAFESS OF THE HOLY HADROJASSIC MAXARODENFOE

Awareness 8 Coordination 2 Ingenuity 6
Presence 4 Resolve 6 Strength 10

Traits:

Adversary (The Freedom Foundation) -

This small band of rebels has seen through the veil and is determined to bring down Satellite 5. Unfortunately the last of them died at the hands of the Jagrafess. But it's human nature to carry on a cause.

Alien

Alien Appearance

Networked - The Jagrafess was linked to the news network and associated chips. It had complete control over Satellite 5 and its zombie slaves.

Fear Factor (4) - The size of the Jagrafess is terrifying. It gains a +8 to actively scare.

Gadget (Special) Brain Chip and Infospike

- The Jagrafess could read the thoughts of anyone fitted with an infospike, a small neural microchip installed in the skull. With the chip, it could control the person if they were freshly killed, giving the victim a zombie-like appearance.

Weakness - The Jagrafess ran a high body temperature, so high that it needed to use the entire cooling system of a space station. If exposed to heat for even a short period of time it will expand and explode. Anyone within a 10m radius of the Jagrafess when it fatally explodes will take 10 (5/10/15) levels of damage.

Skills: Convince 2, Knowledge 8, Technology 5

Story Points: 6



THE EDITOR

Awareness 6 Coordination 2 Ingenuity 5
 Presence 2 Resolve 3 Strength 2

Traits:

Adversary (The Freedom Foundation) – This small band of rebels is determined to bring down Satellite 5. The last of them died at the hands of the Jagraffess.

Environmental (Cold)

Networked – The Editor was linked to the news network. He could actually sense if information was wrong. He gains a +4 to detect irregularities in data.

Skills: Convince 2, Knowledge 5, Technology 4

Story Points: 2



THE EDITOR

This pale white human, covered with a layer of frost, is the manager of Satellite 5. He helps process data from the planet and carries out the Jagraffess's orders. He is extremely smart, able to actually sense if something is wrong within the network. The Editor is as cold as Floor 500 when it comes to his humanity. He will gladly kill anyone who crosses him. While the consortium of banks employs him, the Editor works hand-in-hand with the Jagraffess, carrying out their own agenda. But even a cold-blooded editor knows when to call it quits. When the Doctor foiled his boss, the Editor resigned and tried to flee. Unfortunately, he was grabbed by the zombified Suki Macrae Cantrell and died when the Jagraffess exploded.

JAGRAFFESS ZOMBIES

Awareness 1 Coordination 2 Ingenuity 1
 Presence 1 Resolve 1 Strength 2

Traits:

Fear Factor (1) - While looking alive, the frosted skin and lack of body language is enough to unnerve anyone. It gains a +2 to actively scare someone.

Gadget (Special) Brain Chip - A small neural chip in the skull allows the Jagraffess to control the zombies. Destroy the chip or jam the signal and they die.

Networked – The zombies are directly linked to the Jagraffess and are under its control.

Skills: Fighting 2, Technology 3

Story Points: 1

JAGRAFFESS ZOMBIES

These are men and women who got promoted to Floor 500 and were doomed to become news-processing zombies. The neural chip in their brain allows the Jagraffess to control them. They are frosted over and plugged directly into the news network. When needed, these zombies can be used as guards, something the Doctor found out the hard way. If the Jagraffess dies, so do the zombies.

JUDOON

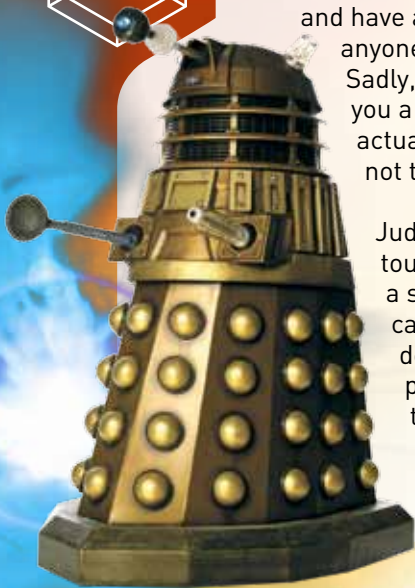
The Judoon are a form of 'police for hire', although the chances of them arriving to 'serve and protect' are pretty low. They are engaged to enforce galactic law, usually on behalf of the Shadow Proclamation, or to track down known criminals. While it may seem to be your lucky day when a police force arrive, the Judoon are single-minded and utterly without mercy when it comes to the letter of the law. It is more accurate to call them licensed vigilantes, bounty hunters, or just plain thugs. Judoon resemble large bipedal Rhinoceroses, and are about as gentle, understanding and easy to talk to as one.

The main danger of the Judoon is that they arrive in large numbers – very large numbers. If you can give them a good enough legal reason, you can employ them as your own private army, so they often work for governments, corporations and rich clients (even a few highly-placed and rich gangsters, on occasion). They care little for what is right and wrong, only for what is legal and illegal. They are unshakable in their belief that they are doing the right thing by following the letter of the law, ignoring all moral responsibility for their actions.

The Judoon no longer have jurisdiction on Earth, so employed H₂O-scoops to lift the Royal Hope Hospital to Earth's moon during their hunt for the plasmavore responsible for the murder of the child princess of Padrivole Regency Nine and engaged in a short retrieval mission to re-capture Androvax.

If you break the law in their presence they will act as judge, jury and executioner, as long as you transgress the laws they have decided to enforce. The only upside of this behaviour is they are just as quick to enforce laws that work in your favour as those that work against you, and have a comprehensive compensation package for anyone they deem unfairly treated by their actions. Sadly, this often means that while they will give you a voucher for compensation they won't actually rescue you from certain death if you are not their responsibility!

Judoon stand nearly six feet tall and wear a tough black uniform that also functions as a space suit. They are usually armed and carry a scanner that doubles as a translation device. The scanner is used to track their prey but only works at very close range. The translator device can understand almost any language but needs to sample a few words to effect a translation.



JUDOON TROOPER

Awareness 2 Coordination 2 Ingenuity 3
Presence 4 Resolve 5 Strength 8

Traits: Alien

Alien Appearance

Armour – A combination of tough skin and thick leather armour reduces damage by 5.

Code of Conduct – Uphold the Law.

Fear Factor (2) – The Judoon are huge, brutish aliens that are designed to strike fear. +4 when actively intimidating their targets.

Gadgets (Translator/Genetic Scanner)

The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.

Slow – The Judoon are not the speediest of races, all that armour and weight slows down their Speed to 1.

Special – The Judoon also have a large lung capacity, allowing them to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for the Judoon to survive without air unless in incredibly prolonged circumstances.

Weapon: The Judoon Blaster L (4/L/L)

Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 2, Marksman 3, Survival 2, Technology 2, Transport 3

Story Points: 3-5

JUDOON CAPTAIN

Awareness 3 Coordination 2 Ingenuity 4
Presence 4 Resolve 5 Strength 8

Traits: Alien

Alien Appearance

Armour – A combination of tough skin and thick leather armour reduces damage by 5.

Code of Conduct – Uphold the Law.

Fear Factor (2) – The Judoon are huge, brutish aliens that are designed to strike fear. +4 when actively intimidating their targets.

Gadgets (Translator/Genetic Scanner)

The Translator works on all languages after it has been identified. The genetic scan provides a +3 bonus when identifying species.

Slow – The Judoon are not the speediest of races, all that armour and weight slows down their Speed to 1.

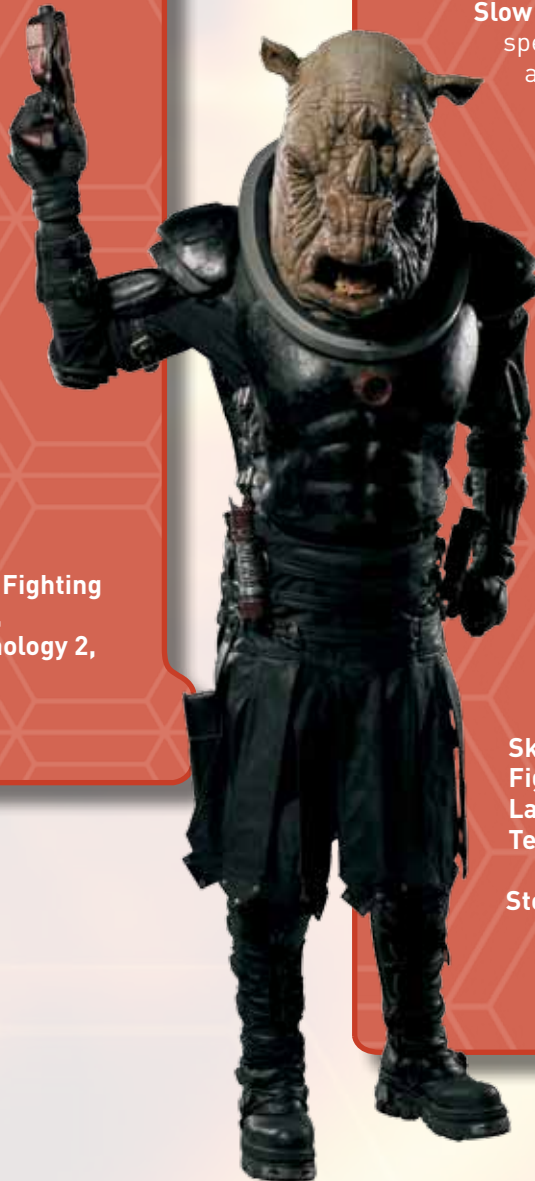
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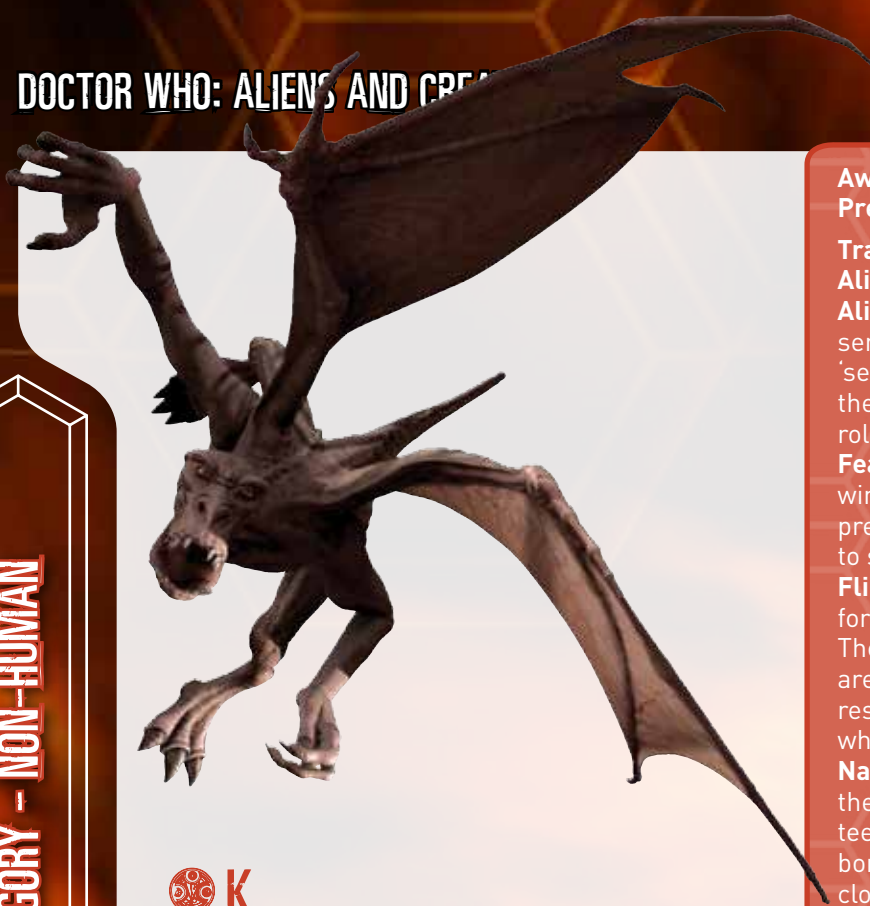
Voice of Authority – The Captain's commanding voice provides +2 to Presence and Convince rolls.

Weapon: The Judoon Blaster L (4/L/L)

Skills: Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 4, Marksman 3, Survival 2, Technology 2, Transport 3

Story Points: 6-8



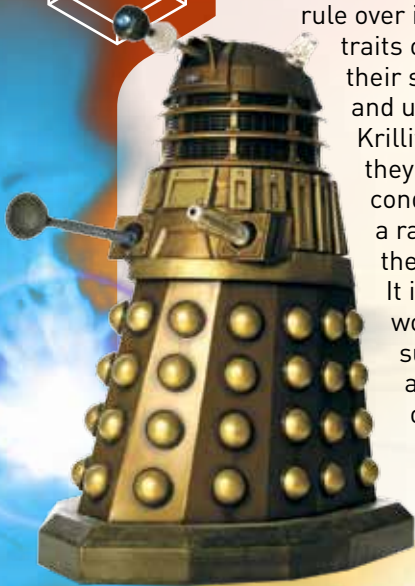


K

KRILLITANE

It is hard to classify the Krillitane, given they are one of the most changeable and adaptable races in the universe. The Krillitane are an aggressive race of warriors and conquerors but they are neither empire builders nor looking to lay waste to the universe. They do not seek land and resources but instead steal the abilities and characteristics of those they defeat.

Most conquerors that subjugate a population and rule over it begin to take on some of the cultural traits of those they conquer. They learn from their subject's art, culture and technology and use it to enhance their own. The Krillitane do exactly the same thing, only they steal the physical traits of those they conquer. For instance, if they subjugate a race that can fly, such as the Bassen, they can steal wings for themselves. It is unclear how this process exactly works but it does not go well for the subjugated race. They may well be absorbed into the fluctuating DNA of the advancing Krillitane armies. However this absorption may take



KRILLITANE

Awareness 4 Coordination 3 Ingenuity 3
Presence 3 Resolve 3 Strength 4

Traits: Alien

Alien Appearance

Alien Senses – The Krillitane have very sensitive sonar hearing, allowing them to 'see' in the dark. This sonar sense provides them with a +4 bonus to Awareness related rolls.

Fear Factor (2) – They are currently huge winged creatures with large mouths, that's pretty scary! +4 to rolls when actively trying to scare their prey.

Flight (Major) – In their current natural form, Krillitane have huge leathery wings. Their hovering isn't so great, and they are not very coordinated when flying in restricted areas, but have a Speed of 9 when flying in the open.

Natural Weapons (Teeth and Claws) – In their current natural form they have sharp teeth and claws. Strength receives a +2 bonus when calculating damage dealt in close combat.

Shape Shift (Major) – One of the alien races they assimilated gave them the ability to project a morphic illusion, allowing them to appear in a limited disguise of the species they are trying to conquer.

Special (Steal Racial Traits) – The Krillitane's greatest power is the ability to steal the Traits of other races. It is not a quick process and the entire race will usually be subjugated before the Krillitane can take their ability. This can be any Trait – part of their Alien Appearance, a special Trait, or even things like Additional Limbs. These Traits can be discarded in favour of another.

Weakness (Major) (Krillitane Oil) – The Krillitane have mutated themselves so many times that they are unable to come into contact with their own oil. Any contact instantly inflicts 4 levels of Damage and will continue to cause this amount of damage every Round until it is washed off.

Weakness (Minor) (Loud Noises) – Their heightened hearing is also a weakness. If subjected to loud noises (loud music for example), the Krillitane will suffer a -2 penalty to all actions. Incredibly loud noises (sirens, alarms, etc) will leave them completely unable to act unless they spend a Story point.

Skills: Athletics 4, Convince 3, Fighting 3, Knowledge (Alien Races) 2, Survival 2, Technology 2

Story Points: 2-4

MR FINCH/BROTHER LASSAR

Awareness 4 Coordination 3 Ingenuity 5
 Presence 4 Resolve 4 Strength 3

Traits: Alien**Alien Appearance**

Alien Senses – The Krillitane have very sensitive sonar hearing, allowing them to ‘see’ in the dark. This sonar sense provides them with a +4 bonus to Awareness related rolls.

Fear Factor (1) – Mr Finch is a sinister looking chap, gaining +2 on rolls to actively scare.

Flight (Major) – In their current natural form, Krillitane have huge leathery wings. Their hovering isn’t so great, and they are not very coordinated when flying in restricted areas, but have a Speed of 9 when flying in the open.

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Skills: Athletics 4, Convince 4, Fighting 3, Knowledge (Alien Races) 4, Subterfuge 2, Survival 4, Technology 2

Story Points: 6



some time, forcing the Krillitane to actually subjugate and live among the conquered species, rather than just meet them and steal their genetic code.

Having absorbed so many traits and species, most Krillitane have a personal favourite form. They can cloak their usual form with technology but they can choose to manifest whichever stolen traits they prefer to use, as they see fit. Interestingly, the Krillitane are now so far removed from their original form that their own natural oil is actually toxic to them. This oil grants some of their absorption ability onto other species, allowing them to assimilate information and advance the intellect to a vast degree, if taken regularly. This works especially well on developing life forms such as children.

The Krillitane are always seeking to advance their form and abilities. Having acquired most of the abilities that might enhance their physical form they are now looking to unlock greater mental power. The next step in their evolution is to gain power over the building blocks of the universe, trying to unlock the Skasis Paradigm, to try to become as powerful as the Time Lords once were. However, the Krillitane would use such power to scourge the universe of light and life for their own enhancement.





LAZARUS

As a child, Professor Richard Lazarus took shelter in Southwark Cathedral, escaping The Blitz of London during the Second World War. As he sat, he listened to the sound of the planes overhead, the bombs dropping and the sound of the death all around. The next morning, Lazarus left the Cathedral. The fires had died down; and he was alive. It was in that moment that he fully realised his fear of death and he vowed never again to face it so defenseless. He would arm himself for the fight and he would beat death.

As he grew up, he thought often about how this would be achieved. When he was old enough, he attended Oxford University and studied the sciences, to find a way to survive. His attempts were futile, however, nothing seemed to work. As the years passed and Lazarus grew older, the reality began to slowly hit him: he was going to die. By the early 21st century, Lazarus had all but given up on his dream of immortality. He had turned his back on the world, shunned by the scientific community, alone and tired. Until, one day, he was visited by Harold Saxon.

Saxon told him that he had read all his work and studied closely all of the equations and calculations Lazarus had performed in his struggle for life. And he told him he was wrong. He hadn't been looking in the right area. Saxon gave Lazarus the right equations and funded the research into Sonic technology to bring around rejuvenation of the body's cells.

A year went by, with only occasional contact from Saxon to correct small mistakes and to set the research on the right track. Eventually, the project was complete and was launched to the world at a gala, attended by some of the most important people in the scientific world. Lazarus demonstrated his sonic device in front of the assembled crowds. Stepping in a 76-year-old man, he emerged from the process young, attractive and fresh. To the assembled crowd, the project

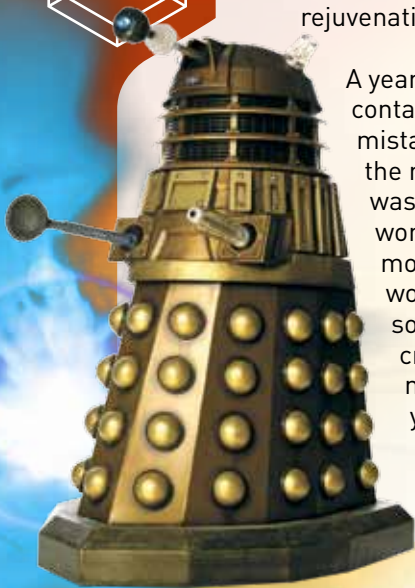


appeared a success. But Lazarus still felt frail, weak. He may have looked young but he was still lacking the life force he had expected.

The process had altered the DNA in Lazarus' body, awaking long dormant genes that evolution had discarded at various points along the journey to create humans. Lazarus morphed, evolving into a large, insectoid creature, that could suck the life energy from guests at the party. Having already killed his partner, Lady Thaw, to feed on her energy, the creature turned on Tish Jones. Rampaging through the venue, killing others, Lazarus was seemingly killed by his own machine, the polarity of which had been reversed by the Doctor. But Lazarus had fought so long to hold back death and that fight wasn't quite over.

Killing the drivers of an ambulance, Lazarus fled to the Cathedral that had inspired his fight against the darkness, followed by the Doctor with Martha and Tish in tow. He chased Martha to the top of the bell tower, in an attempt to drain her energy. With some amplification by the Sonic Screwdriver, the Doctor used the reverberations from the Cathedral's organ to affect the unbalanced DNA in Lazarus' body – causing him to turn human once more. Falling from the top of the tower, Lazarus landed on the cold stone floor below. He died just as the Doctor predicted, alone.

Lazarus' experiments lived on. The technology was adapted by the Master, who transferred it into his Laser Screwdriver and used it aboard The Valiant, to suspend the Doctor's ability to regenerate and age him to his full 900 years.





PROFESSOR LAZARUS

Awareness 3 Coordination 2 Ingenuity 6
Presence 3 Resolve 3 Strength 2

Traits:

Boffin - Lazarus is able to create fantastic devices and gadgets, including the Genetic Manipulation Device.

Charming - Lazarus gains +2 to Presence when trying to charm or manipulate his way.

Friends (Harold Saxon) - Lazarus has been aided with the technological knowledge of the Master in his guise as Harold Saxon.

Obsession (Major) - Lazarus is obsessed with staying young and becoming immortal.

Technically Adept - He's good with gadgets and technology, gaining +2 on Technology rolls.

Skills: Convince 4, Knowledge 2, Medicine 6, Science 5, Technology 6

Story Points: 6



LAZARUS CREATURE

Awareness 3 Coordination 6 Ingenuity 2
Presence 2 Resolve 5 Strength 8

Traits:

Additional Limbs - The Lazarus creature has an additional pair of arms and a prehensile tail.

Alien Appearance

Climbing (Major) - The creature can climb walls and across ceilings with ease.

Fear Factor (3) - The creature is terrifying, gaining +6 on rolls to actively scare.

Natural Weapons (Bite, Clawed Arms, Stinger Tail) - Each gains +2 to Strength in damage.

Shapeshift - Lazarus changes into the creature in a matter of moments when he needs to feed or is enraged.

Skills: Athletics 3, Fighting 3, Survival 1

Story Points: 12



MACRA

Awareness 2 Coordination 3 Ingenuity 1
 Presence 4 Resolve 3 Strength 14

Traits:

Additional Limbs - The Macra have six legs and two huge, clawed appendages and gain +4 to their effective Speed.

Alien

Alien Appearance

Armour (Major Trait) - The Macra have a hard shell that makes them incredibly tough, reducing damage by 10.

Dependency (Gas) - The Macra need to feed on gases to survive.

Fear Factor (3) - The Macra are very scary and gain a +6 on rolls to actively scare.

Huge (Major) - The Macra are enormous, and gain +4 to their effective Strength (added into the Attributes above) and gains +2 to their Speed. It does make them easier to hit (+4) and to see (+8) when not shrouded in smog.

Natural Weapon (Claws) - The Macra's claws can crush a car like paper, gaining +2 to Strength in damage.

Weakness (Minor) (Bright Light) - The Macra are sensitive to bright light and if exposed will be temporarily blinded instantly (reducing their Awareness to zero).

Skills: Fighting 3

Story Points: 5-8



MACRA

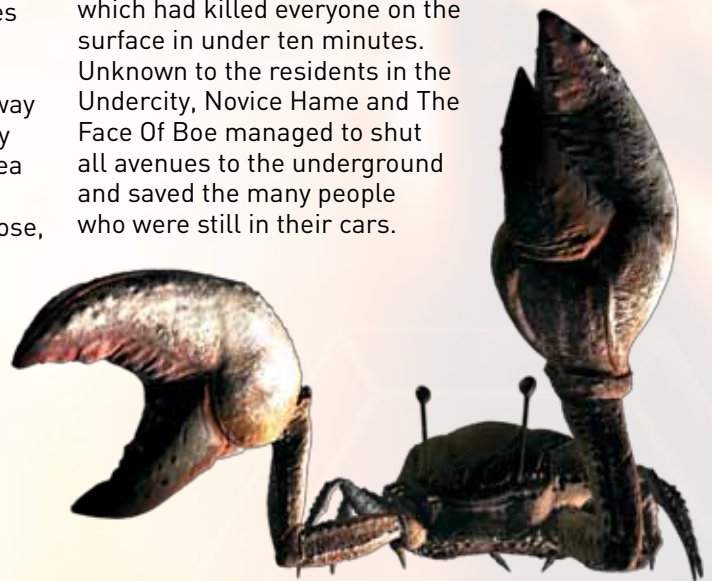
When the Doctor and Martha visited New Earth to the city of New New York (the fifteenth New York) in 5,000,000,053 (thirty years after the Doctor had visited the same area with Rose) one of his old adversaries was waiting in the dark, murky and polluted depths of the city: the Macra. The Doctor had faced these giant-clawed, over-sized crustaceans (some say as tall as several houses) before but these mutated versions seemed to lack their predecessors intelligence.

The Doctor first encountered the Macra shortly after his first regeneration. The Macra were a race that had real power but were holding many humans hostage, forcing them to work to create gas for them to feed off. Since those days, the Macra had regressed, grown and become more bestial. These crab-like creatures were shadows of their former manipulative selves, devolved and existing only to feed off the fumes and poisonous gases emitted from the thousands of vehicles that floated along the underground highways of the city. Like food-junkies they lived only to feed and little else. Some of the Macra were being kept as an exhibit in the New New York Zoo when the power went out and the facility shut down, during the Bliss mood patch incident. The Macra escaped and found that the fumes of the undercity were just what they needed to survive.

These degenerate Macra's hard-shelled bodies were held on spindly legs that could barely hold up their huge claws which snapped at everything that passed them. The only way you could spot them in the smog was by their glowing eyes that scanned the area for their latest fix of fuel-driven food. They screeched as their prey came close, as if excited that they would be fed once more. The smog they lived in was so dense that they could only sense an object if it was moving, or making a noise. New New York was the perfect feeding place for the Macra as, for the previous 24 years, they had gorged on the fumes of cars that were piled

in lanes, hundreds deep, waiting to travel the underground roads of the city.

New Earth had been quarantined when the residents of the planet were exposed to Bliss, which had killed everyone on the surface in under ten minutes. Unknown to the residents in the Undercity, Novice Hame and The Face Of Boe managed to shut all avenues to the underground and saved the many people who were still in their cars.



CHAPTER TWO: CATEGORY - NON-HUMAN



Years later, the Doctor helped the Face Of Boe to over-ride the system and re-open the roof to the underground motorway, allowing the cars to fly to surface. The Face Of Boe gave his last ounce of power to help the Doctor and died doing so. As for the Macra, it is assumed that the lack of smog in the underground city probably caused their demise but one can never be sure.

MALMOOTH

The Malmöoth were blue-skinned, humanoid creatures that used to thrive on the planet of Malcassairo, a planet found at the very edge of the universe. But the peak of their civilisation was long ago and the Malmöoth are no longer the dominant species. In fact, there was only one known member, Chantho, on the planet when the Doctor, Martha and Jack Harkness arrived in the year 100,000,000,000,000 and she was brutally

and mercilessly slaughtered by one of the Doctor's oldest adversaries. Some of the old Malmöoth conglomeration could still be seen. This was an expansive cave system, formed from rock in the same way that the sea erodes cliffs. It is shrouded in perpetual darkness, as all the stars that had shone in the sky had burnt out.

The planet of Malcassairo had two warring factions living upon it; the last remaining humans that lived at a facility known as Silo 16 and the Futurekind (see p.46), who existed on the wastelands of the planet and hunted humans for food. However, neither were the native species on the planet.

The Malmöoth adhered to strict codes of behaviour, presentation and speech. A race of humanoid, blue insects, their relatively human faces were framed with insectoid mandibles and proboscis, and their skin was covered with a hard and chitinous armour. Chantho was thought to be the last of her kind but she still adhered to the strict rules her society employed.

One of their major cultural customs was to open and close sentences by splitting their first name into two parts. For instance Chantho would say "Chan-, it's a wonderful day today, -tho." Every sentence is spoken in this way – not to do this would be considered rude, even akin to swearing. Martha encouraged Chantho to say at least one sentence without observing the custom and she giggled like a naughty child. Another quirky trait, that initially seems strange to humans, is that they can feed themselves internally with their own produced milk.

With the death of Chantho at the hands of the newly restored Master, it appears the last of the peaceful, blue insectoid race had been lost.



MALMOOTH/CHANTHO

Awareness 3 Coordination 3 Ingenuity 3
Presence 2 Resolve 1 Strength 2

Traits:

Alien

Alien Appearance

Armour - The Malmöoth's skin is slightly armoured, offering a reduction of -2 on any damage taken.

Charming - A peaceful people, the Malmöoth are naturally charming, gaining +2 on Presence rolls.

Special (Food Storage) - The Malmöoth can exist for days without needing to eat or drink, surviving off of their own internal milk. For every day after the first they go without food or drink, they will have to make a Resolve and Strength roll, with a +4 bonus (Difficulty 9 +1 for every additional day). Failing means a single point of damage.

Technically Adept - Gains +2 on Technology rolls.

Skills: Athletics 1, Craft 2, Medicine 2, Science 2, Technology 2 (skills depend upon the Malmöoth in question, these are for Chantho).

Story Points: 6



NANOGENE ZOMBIES

Awareness 2 **Coordination 1** **Ingenuity 1**
Presence 2 **Resolve 2** **Strength 2**

Traits:

Fear Factor (1) - Nanogene Zombies gain +2 on rolls to actively scare someone.

Infection - The Nanogenes are communicable with a single touch - if infected (see Infection Trait, p.104) the victim will become another zombie within a matter of hours.

Skills: Athletics 2, Fighting 1

Story Points: 2

NANOGENE (AKA GAS MASK ZOMBIES)

During the Blitz of 1940, Captain Jack Harkness purposefully crash-landed a Chula Medical Transporter in the middle of London – right on the spot where a bomb would land a few days later. Jack’s intention was to lure a Time Agent to the ship and sell it to them before the bomb hits. Jack worked as a con man and this was his trademark move.

Jack had thought the Transporter empty, however it contained something quite special. The Chula race used nanogenes to repair their soldiers in war and several escaped the transporter when it crashed. Playing on the site of the crash at the time was a young boy named Jamie, who was injured by the impact. The nanogenes set to work – they were programmed to fix any wounds they encountered. But they had never before seen a human being and thus didn’t know what they were meant to be or look like. Still, they acted according to their instinct to repair, attempting to fix up Jamie the best they could.

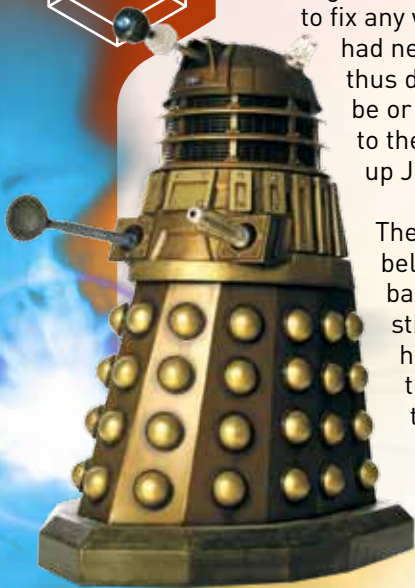
They fused his gas mask to the skin, believing it to be his face. A scar on the back of his hand was healed over but still left visible. Whilst his chest cavity had collapsed, they fixed him up so that it wouldn’t cause him pain and so that he could function normally. Once Jamie was alive and well again,

some of the nanogenes flew off into the night to carry on their work, while many remained within him, ready to ‘heal’ anyone he encountered.

Some of the nanogenes arrived at the near-by Albion hospital and found people with many various illnesses and ailments. Missing limbs, colds, sickness, all these were noted by the nanogenes as needing repair. Taking their template of what a human should look like from what they’d done to Jamie, they ‘fixed’ all of the people in the hospital, giving them all a gas mask on the face, the scar on the hand and more.

Jack, with assistance from the Doctor, Rose and Jamie’s mother, Nancy, tried to break into the Medical Transporter and shut off the nanogenes before they could change the entire race into the new gas-mask form. Breaking the seal on the transporter called the ‘troops’ to battle – all the people already ‘fixed’ by the nanogenes, led by the first victim, Jamie. The Chula vessel’s line of defence was to summon those healed to protect the ship, leading to a mass of staggering gas-mask wearing zombies.

Holding Jamie close to her, Nancy told him that she was his mother and the nanogenes enveloped them. Recognising the parent DNA in Nancy, the nanogenes altered Jamie to match his parent – the usual human form. They then went on to repair all the people from the hospital into healthy humans – in one case even growing back a missing leg!





OOD

Not every creature in the universe is out to destroy and take control. On some worlds, the inhabitants are peaceful, leading a simple life. The Ood-Sphere, in Galactic Sector 242.16, is one such place - a barren, frozen planet that some would describe as beautiful. Vast ice vistas stretch across the surface, reaching out to the horizon and beyond. Huge mountains rear up toward the sky, littered with caves featuring unknown contents and adventure.

The planet's dominant life form is the Ood. They are kind, caring creatures, though some would call their appearance 'frightening'. They have bald heads with slightly grey, wrinkled, skin. Coleoid tentacles grow from the bottom of their face. The Ood are unusual in that they have three brains. They have the brain in their body, which controls their basic thoughts and actions. Growing out from the tentacles is the 'Hind Brain', which contains their individual personalities.

The third is a giant 15-metre brain, which resides on the Ood-Sphere. The third brain connects all the Ood together as one, a giant sentient being. Through this brain they sing to the mountains and the skies of their world, celebrating their life and their freedom.

But, of course, in a universe like this, where there is a kind, peaceful race, looking only to

help and be happy, there is always another willing to exploit their kindness. And sometimes, Humans can be the cruelest of species. By the 40th century, 'Ood Operations' had set up on the Ood-Sphere. They claimed that they had found the Ood desperate and defenseless, that they were born to serve others and if they were not given orders then they would pine away and die. To this end, they saw themselves as the saviors of the Ood - and from 3914, began to sell them all across the galaxy. No home would be complete without an Ood to serve it.

To strip an Ood of its personality and make it completely subservient, they severed its hind brain, replacing it with a 'Translator Ball' to allow the Ood to telepathically communicate with its owner. When kept in large numbers, such as aboard a Sanctuary Base, the telepathic field of the Ood work force is monitored for their own 'safety'. The Ood are constantly communicating telepathically with each other, talking and searching for their song. The standard telepathic level is around 'Basic 5', however sometimes this figure can rise, indicating that the Ood are shouting at each other.

Being a slave race, the Ood are susceptible to control. When The



OOD

Awareness 4 Coordination 2 Ingenuity 2
Presence 2 Resolve 1 Strength 4

Traits: Alien

Alien Appearance

Enslaved - Ood have long been servile: even when free they are driven to serve.

Gadget (Translator Orb) - Ood that have been enslaved by Ood Operations have a Translator Orb instead of their second brain. This instantly translates all alien languages.

Natural Weapon (Translator Orb) -

Although not designed as a weapon, the orb can deliver a deadly shock. As a close combat weapon, the orb delivers Strength +2 damage every Round that the orb is in contact with the target. The shock also stuns the victim, making them unable to react or act without spending a Story Point.

Psychic

Telepathy

Weakness (Major) - The Ood are very susceptible to mental control. Though they are psychic and telepathic, they have little resistance to possession or control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the hive-brain is in contact with the Ood.

Skills: Athletics 1, Craft (Singing) 3, Fighting 1, Medicine 2, Survival (Arctic) 2, Technology 1, Transport 1

Story Points: 1-4

OOD SIGMA

Awareness 4 Coordination 2 Ingenuity 4
Presence 3 Resolve 3 Strength 4

Traits: Alien

Alien Appearance

Enslaved - Ood have long been servile: even when free they are driven to serve.

Gadget (Translator Orb) - Ood that have been enslaved by Ood Operations have a Translator Orb instead of their second brain. This instantly translates all alien languages.

Natural Weapon (Translator Orb) -

Although not designed as a weapon, the orb can deliver a deadly shock. As a close combat weapon, the orb delivers Strength +2 damage every Round that the orb is in contact with the target. The shock also stuns the victim, making them unable to react or act without spending a Story Point.

Psychic

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Weakness (Major) - The Ood are very susceptible to mental control. Though they are psychic and telepathic, they have little resistance to possession or control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the hive-brain is in contact with the Ood.

Skills: Athletics 1, Craft (Singing) 3, Fighting 2, Medicine 2, Survival (Arctic) 2, Technology 2, Transport 2

Story Points: 6

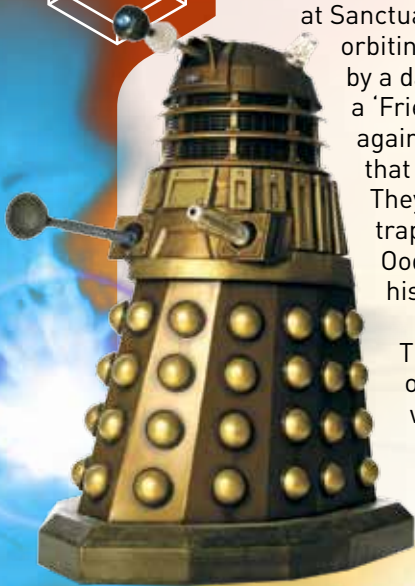
Doctor and Rose Tyler first encountered them, at Sanctuary Base Six, on the planet Krop Tor orbiting a black hole, they were taken over by a dark force. Rose was accused of being a 'Friend of the Ood', a group fighting against the slavery of the Ood, arguing that no creature can be born to serve. They were right. Controlled by the beast trapped in the bowels of the planet, the Ood were used to telepathically deliver his message and to kill off the crew.

The Doctor later encountered the Ood on their home world, while travelling with Donna Noble. This time he saw first hand why the Ood were so

happy to serve – they had no choice. Together, he and Donna found great warehouses filled with Ood, packed into containers, ready to ship.

By this time, sales in Ood were dropping – everyone who wanted one, had one – and so prices were slashed in an 'Ood sale'. New versions with different voices and comedy catchphrases were introduced. But the Ood were infected. 'Red Eye', which causes the eyes to literally turn red, was spreading through the 'livestock'.

The Friends of the Ood had spent years infiltrating the company, slowly freeing the giant brain, which had been contained by Ood Operations centuries before. During this time,



the brain had slowly begun to break through, affecting Ood in different ways. Some became vengeful, while others became rabid, or infected with 'Red Eye'. But it gave one Ood, designated Ood Sigma, patience. It guided him as he slowly drugged the head of the company, turning him into an Ood himself. Eventually the brain was freed and the Ood joined together once more in song.

It is said that the song could be heard all across the Human Empire and people became aware of the Ood's treatment, sending them back to their home world to be free together in their song. Over the next 100 years the factories of Ood Operations were destroyed and the Shadow Proclamation ruled that the Ood were to be protected and that the Ood Sphere was to be quarantined, allowing the Ood to get back on the correct evolutionary path. Together, they built majestic Ice Cities, with wonderful crystal spires that stretched to the skies above. The Ood's song reverberated along the halls of ice, giving them hope and reminding them of their freedom.

However, the mind of the Ood was troubled. In the vast caverns below the city, the Elders were gathered in thought. Every night, bad dreams troubled the Ood, dreams of the planet Earth and a man they did not know. The impending return of Gallifrey was ripping holes in the Vortex and time was bleeding out. Their psychic abilities accelerating beyond the normal pace, the Ood picked up on this raw time energy and could see through time itself, foreseeing the end of the universe. They used their newfound power to summon the Doctor, sending a mental projection of Ood Sigma back to the 21st century, beckoning him to the Ood Sphere. Upon his arrival, the Doctor was shown images of the Master, of Joshua Naismith, and of the end of time itself.

As Gallifrey was returned to the Time War, the Ood gathered together. Sending an image of Ood Sigma back in time once more, they joined together in a different song - a song of mourning for the Tenth Doctor's passing, to sing him to sleep as he began his regeneration.





PLASMAVORE

Hidden throughout the galaxy, Plasmavores are a race of vampiric genetic mimics known for their dependence on blood and savage survivalist nature. It is most likely that they evolved and mutated from the Great Vampires who existed during the Dark Times, becoming a species in their own right.

Very little is known about the Plasmavores. They are humanoid in shape but can take on the internal, and sometimes external, biology of a species by drinking its blood. The blood is also essential for them as it is their only form of nourishment. The fact that this kills any unwilling blood donor has led to their outlaw status across the galaxy. To extract the blood, a Plasmavore will typically use a cylindrical tube of some kind to pierce the flesh of its victim, then use it as a straw to suck the blood from its veins. However, when extremely hungry or in a blood lust, this practice will be abandoned and the Plasmavore will get to the blood any way possible, often by biting the target.

Their ability to mimic biology was originally a way to allow them to mingle with their prey undetected but now is their main line of defense against a universe hostile to their predatory ways. Although blood is essential for them to survive, many Plasmavores develop a psychosis and become addicted to the pleasure of the kill and tasting many different species of blood. This, combined with their

PLASMAVORE

Awareness 2 Coordination 2 Ingenuity 4
 Presence 3 Resolve 2 Strength 3

Traits: Alien

Dependency - The Plasmavore needs to drink blood regularly or it will take damage. After six hours without consuming blood, the plasmavore will take a point of damage every hour until it feeds. Once it has fed, it will heal all of the damage taken this way.

Shapeshift (Minor) - After drinking its blood, they can adopt a being's form.

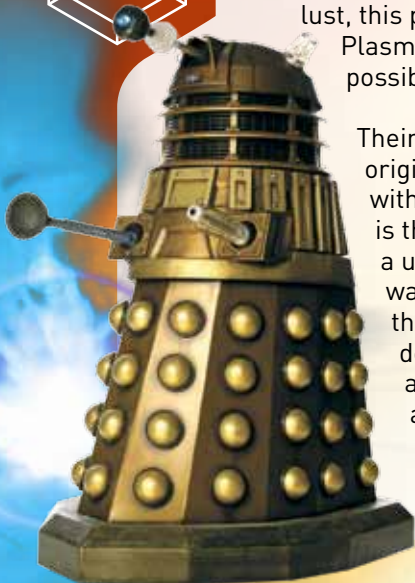
Skills: Athletics 2, Fighting 2, Medicine 1, Technology 2, Transport 2

Story Points: 5

predatory nature, means a Plasmavore will kill any creature, either for survival or from simple hatred. They have no problem with destroying billions of innocent lives, if it allows them to survive to drink blood another day.

An advanced energy weapon, such as a Judoon blaster, can kill a Plasmavore but, due to the fluid nature of their internal organs, any projectile or stabbing weapon is less effective than on most humanoids. They are a species that stalks their prey and separates it from any form of help or escape before attacking, making them fairly vulnerable in a straight fight. This explains the relatively small number of Plasmavores in existence. They are, however, cunning and resourceful, able to quickly formulate a plan that allows them to survive. In some circumstances, a Plasmavore will use an easily manipulated species or android race, such as Slabs, as a form of highly expendable bodyguard.

When a Plasmavore killed the Child Princess of Padrivole Regency 9, because it despised her beautiful appearance and cheerful disposition, it fled to Earth. There it disguised itself as an old lady named Florence Finnegan and hid in a London hospital. When the Adultus Queen of Padrivole Regency 9 hired the Judoon to exact revenge on the Plasmavore, it had the ingenuity to rig an MRI machine to deliver a huge magnetic wave, radiating out twenty-five thousand miles, destroying the brainstem of any living thing within that distance, apart from itself. Luckily, the Doctor managed to stop the Plasmavore by tricking it into drinking his blood thereby registering as alien on the Judoon's body scan and being brought to justice for its crimes.



PYROVILE

The universe is host to a myriad of harsh and dangerous environments. However, life often finds a way of surviving, even thriving, in places that might vaporise many creatures. Such is the case with the Pyroviles, beings of flame and magma that are capable of living in the heart of a volcano.

A fully grown Pyrovile is an imposing sight. They stand over five metres tall and seem to be built of living stone and magma. Their body is made of burning rock and liquid fire glows through the joints. Their eyes burn with flame and they are able to breathe great blasts of fire on their enemies, drawn from the furnace inside them. The blast of this breath weapon can incinerate wood and people in seconds, reducing them to nothing more than ash.

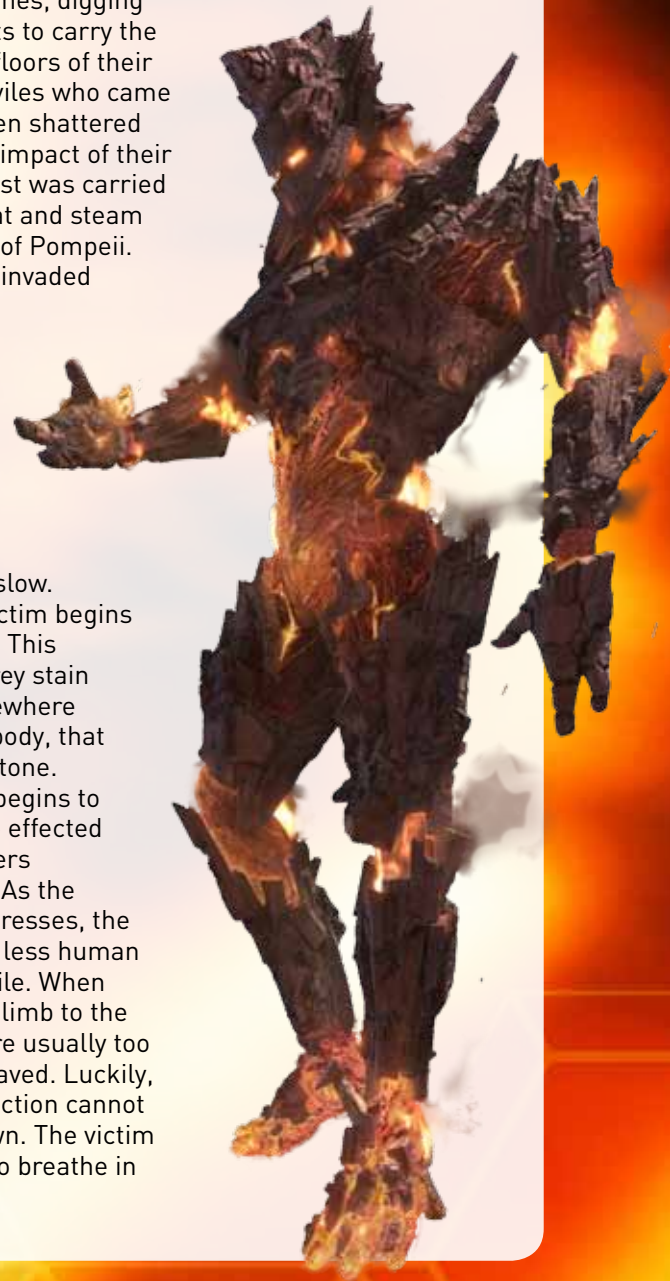
Like most creatures designed to live in a specific environment, Pyroviles are not suited to any other habitat. So, while they have learnt the secrets of space travel, the Pyroviles are not naturally conquerors. Few planets are of interest to them as their needs are so specific. However, the fires within them make them an angry and impatient people. They are quick to burn and destroy, so despite their lack of a need for conquest, they are not a peaceful people. Unfortunately, recent events have forced them to find a new home. When their planet was stolen by Davros to power his Reality Bomb, a few Pyroviles escaped and found their way to Earth. The loss of their home planet made them desperate to create a new home. While the Doctor defeated their attempt on Earth, and later returned Pyrovillia to its proper place, there may yet be other Pyroviles who ran to other planets. Sadly, such Pyrovile visitors will not be looking to live in harmony with the resident species. They will seek to turn the planet into a molten wasteland of fire and stone which, while very comfortable for the Pyroviles, is significantly less so for most other races.

As a race of fire and flame, the Pyrovile are not so much a people as an 'essence'. In a sense, their bodies are unimportant, little more than an outward expression of how much essence they contain. They can reproduce by simply dividing and waiting for each half to attain maturity,

although this takes time and a lot of energy. However, even the smallest fragment of their bodies is a living Pyrovile. While their physical form might be destroyed, under the right circumstances, the dust of their physical form might 'infect' other races and turn them into Pyroviles themselves.

Corrupting another race into a Pyrovile is not a simple matter. They require energy, heat and a compatible race to convert. Unfortunately, humans are eminently compatible and in Mount Vesuvius the Pyrovile discovered heat and energy enough for their purposes. Many of the humans at Pompeii used the volcano's energy to heat their homes, digging ventilation shafts to carry the heat under the floors of their villas. The Pyroviles who came to Earth had been shattered into dust by the impact of their landing. This dust was carried by Vesuvius' heat and steam into the houses of Pompeii. In this way they invaded the bodies of anyone who breathed in the volcanic vapours and began to convert them.

The conversion process is very slow. Gradually the victim begins to turn to stone. This begins with a grey stain appearing somewhere on the victim's body, that then becomes stone. This stain then begins to spread from the effected area until it covers the whole body. As the conversion progresses, the victim becomes less human and more Pyrovile. When they have lost a limb to the infection they are usually too far gone to be saved. Luckily, the Pyrovile infection cannot spread on its own. The victim must continue to breathe in





Pyrovile essence, or the infection cannot grow. If the victim is no longer exposed to Pyrovile essence, and the infection is not too pronounced, the effects will heal as if it was a wound.

For creatures of stone, it is a little surprising that Pyroviles have a powerful psychic ability. While they do not have a hive mind, they have the ability to communicate with each other telepathically. Not only can they send messages to each other but also visions and images. This means that those infected with their essence have access to this psychic network. Humans have an untapped psychic ability that is unlocked by Pyrovile infection. However, the Pyroviles can also use this network to mentally control their victims, or send them visions that a superstitious people might interpret as messages from the gods. Such messages usually insist that breathing in the vapours where Pyrovile essence can be found is a remarkably good idea.

When the Doctor encountered the Pyrovile in Pompeii, the superstitious humans infected were being easily manipulated by the Pyrovile.

Interestingly, the force of the volcano that was to explode had opened a crack in time large enough for the powerful Human/Pyrovile psychic network to penetrate and receive astoundingly accurate prophetic visions. Sadly, the visions had to end, as the only way to destroy the Pyrovile was to allow the volcano to explode, atomising the Pyrovile and burying Pompeii. However, the Pyrovile are a resistant race and perhaps, in the ruins and ash of Pompeii, the seeds of Pyrovile essence are waiting to be reborn.



GIANT PYROVILE

Awareness 2 Coordination 2 Ingenuity 3
Presence 3 Resolve 6 Strength 10

Traits: Alien

Alien Appearance

Alien Senses

Armour (Special) – Made of stone, the Pyrovile is immune to most physical damage.

Environmental – Fire and heat.

Immunity – Flame, fire and heat.

Natural Weapon - Flaming breath (4/L/L)

Networked

Psychic

Possess – But only if the victim inhales Pyrovile essence.

Slow Reflexes

Weakness – Water and cold.

Skills: Athletics 2, Craft 1, Fighting 3, Science 2, Survival 2, Technology 2

Story Points: 3-5

YOUNG PYROVILE

Awareness 3 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 6

Traits: Alien

Alien Appearance

Alien Senses

Armour (Special) – Made of stone, the Pyrovile is immune to most physical damage.

Environmental – Fire and heat.

Immunity – Flame, fire and heat.

Natural Weapon - Flaming breath (4/L/L)

Networked

Psychic

Possess – But only if the victim inhales Pyrovile essence.

Slow Reflexes

Weakness – Water and cold.

Skills: Athletics 2, Craft 1, Fighting 3, Science 2, Survival 2, Technology 2

Story Points: 3-5

SIBYLLINE PRIESTESS/ PYROVILE CONVERT

Awareness 3 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 4

Traits: Alien

Alien Appearance

Armour – Made of stone, though not as solid or indestructible as a full Pyrovile, the skin reduces damage by 5 but is often brittle and shatters easily.

Environmental – Fire and heat.

Networked

Psychic

Skills: Athletics 1, Convince 2, Fighting 2, Knowledge 2, Science 1, Subterfuge 2, Survival 2, Technology 1

Story Points: 3-5

SIBYLLINE SISTER

Awareness 4 Coordination 3 Ingenuity 3
Presence 3 Resolve 4 Strength 2

Traits:

Precognition

Psychic

Networked – May communicate telepathically with other Sibylline sisters.

Weapon: None usually but may wield a sacrificial knife (+2 to Strength in Damage).

Skills: Athletics 2, Convince 2, Fighting 1, Knowledge (Prophecy) 4, Subterfuge 2

Story Points: 3-5



THE SIBYLLINE SISTERHOOD

The Sisterhood of Sibyl is an old order, dedicated to the understanding of prophecy. The order began with a talented seer named Sibyl (who, according to the Doctor, was a talented dancer as well). For many hundreds of years, the sisterhood guarded Sibyl's prophecies, preserved as a series of scrolls, and sought to interpret her visions for the benefit of Pompeii. The coming of the Pyrovile disturbed the natural order of the sisterhood, although it granted them exceptional powers. As well as the gifts of prophecy, they developed powerful telepathic powers, allowing them (like other seers) to read the surface thoughts of other people. The bonds of sisterhood and community they developed helped them to also be able to communicate with the other members of the order over any distance, creating a telepathic network that any of them might use to relay visions and messages. The order was destroyed in the fall of Pompeii, along with everyone else corrupted by the Pyrovile.

SIBYLLINE PRIESTESS / PYROVILE CONVERT

When the Pyrovile essence takes control, the victim is no longer truly human although they are not completely Pyrovile. The Sibylline Priestess' skin was almost entirely stone, gaining many of the Pyrovile abilities.



RACNOSS

One of the most ancient species in the universe, the Racnoss are a race of large, half-humanoid, half-arachnid creatures with scarlet leathery skin, daubed with patches of black around the abdomen and underside. They have six eyes – two positioned on either side of their head, with the other four set in an arc across their brow. Racnoss mouths are filled with sharp, over-large teeth that make them salivate and spit when speaking. Though arachnid in appearance they have ten limbs in total, eight legs and two arms all of which are used to control their craft. The two arm appendages end in razor-sharp points. The Racnoss have many traits shared with their arachnid cousins, such as wall climbing and the ability to create a web-style substance that is used to capture and hold their prey.

The Racnoss are a carnivorous breed that exist solely to take over planets and ingest everything they encounter. When Racnoss are born they are in a state of starvation and immediately begin to hunt for food. Their transport Webstar ship moves silently and hovers above planets without being detected. Each of its points can emit highly charged laser-like bolts of energy that can carve lines of destruction with deadly accuracy. The Racnoss race can transport itself from ship to ground and back again using an advanced teleportation system.

RACNOSS

Awareness 3 Coordination 4 Ingenuity 4
Presence 3 Resolve 5 Strength 9

Traits: Additional Limbs - The Racnoss have eight legs and two manipulator arms.

Alien

Alien Appearance

Keen Senses (Sight) - The Racnoss have four eyes, giving them +2 on Awareness rolls that use their sight.

Natural Weapons (Bite and Stab) - The Racnoss have sharp teeth and limbs and gain +2 to damage in close combat.

Special (Webbing) - The Racnoss can produce webs like a spider, making traps or strong rope-like webs to hang from. The stickiness is equal to a Strength of 5 and it can support over a 1000Kgs.

Tough - The Racnoss are tough, reducing damage taken by 2.

Skills: Athletics 5, Craft 2, Fighting 2, Knowledge 2, Technology 2, Transport 4

Story Points: 8

Over four billion years ago, they terrorised the known universe, gorging on innocent species. Most of the Racnoss were wiped out when The Fledgling Empires, including The Time Lords, gathered together and tried to eradicate them. A group of Racnoss escaped; The Empress of the Racnoss in one ship, a small group of Racnoss children in another. The Empress of the Racnoss forced herself into hibernation and hid at the far



end of the universe, well away from her enemies. Here she waited patiently until the time was right to seek out her children and reawaken them. The Webstar containing the Racnoss children hid in a newly forming galaxy and began to spin. This caused a gravitational force that pulled in floating space rocks, gas and other elements which all combined to form the core of the Earth. The Empress called this Webstar the 'Secret Heart' for it sat at the centre of the Earth, just waiting to be unlocked by a key of Huon particle energy.

Huon particles existed during the Dark Times and were used by Racnoss and other species as a source of power. The last remaining particles could only be found in the heart of the TARDIS. That was until these dangerous elements were created synthetically by The Torchwood Institute, in a secret lab under the offices of H.C. Clements. Torchwood had fashioned Huons using

a hydrogen base and water from the Thames but the particles needed a living being to act as a catalyst, so that the Huons could spring to life.

When Torchwood abandoned the area after the Battle of Canary Wharf, the Empress hoped these Huon particles would give her the power to release her sleeping children. She employed Roboforms (see p105 of **The Gamemaster's Guide**) and hoped to infect a victim with Huon energy, to be sacrificed to release her children. The Doctor and Donna foiled the Empress' plans, the Doctor flooding the tunnel to the Webstar at the heart of the planet, wiping the Racnoss out. The Empress transported herself back to her Webstar but under the direct orders of Harold Saxon it was destroyed by tank fire. It is not known if the Empress escaped before the ship was destroyed.



S

SLABS

Slabs are animated and semi-sentient beings that are constructed to be used as slave drones. They cannot speak and generally travel in pairs. Slabs are constructed of solid amounts of a single material – for example, the pair used by Florence Finnegan, the Plasmavore, were comprised entirely of leather. Such creations may be the inspiration for the legendary golems of myth; creatures made entirely out of mud, clay, rock or flesh, brought to life to carry out their creator's wishes. They are given vague forms so as not to provoke suspicion – the Plasmavore's Slabs appeared as motorcycle couriers, features hidden under dark helmets.

They are capable of following the commands of their recognised master and no more. They possess no will of their own, nor much initiative beyond following the directives they've been given (which are usually kept very simple).

High levels of radiation overload a Slab's internal make-up, rendering them useless.

SLAB

Awareness 2 **Coordination 3** **Ingenuity 1**
Presence 3 **Resolve 3** **Strength 5**

Traits: **Armour** – The lack of vital organs in a Slab reduces damage by 5

Robot

Technically Adept

Weakness (Minor) – High Levels of Radiation are instantly lethal to Slabs – unfortunately, such levels can also be lethal to everyone else in the area as well.

Skills: **Athletics 5, Fighting 4, Subterfuge 1.**

Story Points: **None.**



SLITHEEN

While some species are generally 'bad' and others are generally 'good', not every member of a given species thinks the same way. This can certainly be said about the inhabitants of Raxacoricofallapatorius, the twin planet of Clom. Raxacoricofallapatorius is one of the universe's most beautiful planets. From the white marble temples, sat atop mountains of sapphire and chalk, down to the spectacular ice caves that border the endless burgundy oceans, via fields of poppito trees that sway in the cinnamon breeze. The Raxacoricofallapatorians are a civilised and proud race with large families and quite draconian laws. Their strict government educates the children in poetry, mathematics and democracy. It is no surprise that one of their families, the family Slitheen, didn't get on well there.

Descendents of the Huspick Degenerate, cousins to the Blathereen and Rackateen, born on the Islands of Hisp, the Slitheen are a family of criminals, scouring the galaxy looking for opportunities to get rich. They don't care how they do it, as long as the price is right. If a few innocent and primitive lives have to be lost, or the odd planet gets boiled away, it really doesn't bother them as long as they get their cut. The family itself is rather large, including all the cousins, stepchildren and distant relatives. The family business resembles a small corporation. Plenty of people can be forgiven for thinking the Slitheen are a species themselves. They are certainly doing nothing for the good reputation of Raxacoricofallapatorius.

Originally, they infiltrated the government and controlled the distribution of the valuable spice Offich and their criminal ways became legendary until the Great Purge of Yon: 556. Most of the Slitheen, over 500 individuals, were arrested and found guilty. Those Slitheen off world at the time could never return home, for fear of instantly being found guilty and receiving the death sentence with no appeal. On Raxacoricofallapatorius, a death sentence starts by lowering the convicted into a cauldron of Acetic acid, boiled to just the right temperature to dissolve the skin –



whilst it is said the condemned is still alive. They then slowly turn to a soup, as their organs fall into the acid around them. With such a cruel and disgusting form of execution, it is no surprise that not a single Slitheen has returned home.

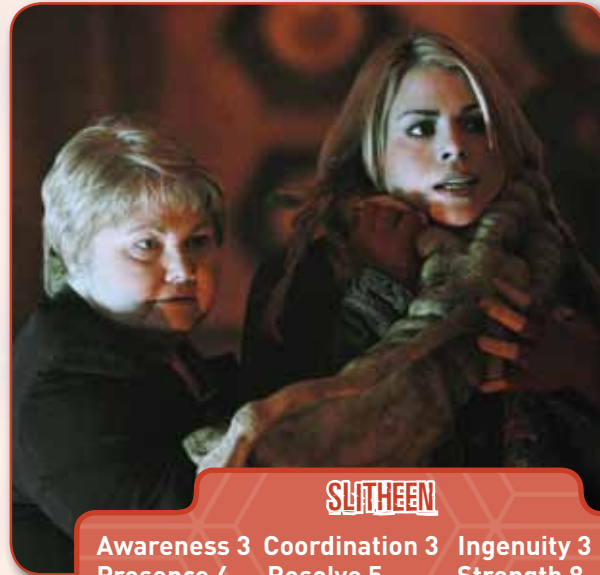
A Slitheen (or Raxacoricofallapatorian) adult is both impressive and frightening. They stand over two metres tall, with long muscular arms ending in fierce talons. While they look fat and bulbous, they move remarkable quickly and with great precision. They love to hunt and practice as often as they can, so a lucky and inventive prey can sometimes escape but not often. Slitheen have a very good sense of smell and are remarkable trackers. When the Slitheen closes in, the fight doesn't often last long. A female can form poison inside her body, which can be used as a weapon in the form of a dart, fired from her finger, or in the form of an exhalation of poisonous gas. They have a weakness that can be a big problem – their bodies, being composed of living calcium, react extremely badly to acetic acid. Enough vinegar can dissolve a Slitheen or even make it explode.

The Slitheen themselves have limited resources. Their early attempts at drug-running, arms dealing and chizzle-waxing were shut down by the authorities, including the Wrarth Warriors and the Judoon, leaving them increasingly desperate. But they still have access to a few interstellar ships and they understand genetic manipulation very well. While they have the technology to create energy weapons, they



generally prefer to hunt their prey and use their natural weapons to kill. To hide among a planet's dominant species they are able to skin their victims and wear it as a disguise (as long as the victim is 'big boned' enough for the skin to accommodate the Slitheen). Even with the largest species, the skin is a tight fit, so the Slitheen need to use gas exchangers to maintain the disguise. The excess gas can often lead to some embarrassing, or funny (depending how you look at it), social problems. Most Slitheen prefer not to wear such cramped disguises but it takes only a few moments to zip or unzip themselves into their 'skin suit'. More recently, their compression field collars have been perfected, allowing them to assume the form of slimmer people, without the annoying gas exchange.

The Slitheen consider the Earth a backwater planet and have tried to destroy it on several occasions. Their plan was to reduce the planet to a radioactive slime, which they could sell to the depressed galactic economy as fuel. They



SLITHEEN

Awareness 3 Coordination 3 Ingenuity 3
Presence 4 Resolve 5 Strength 8

Traits: Alien

Alien Appearance

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

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

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

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

Shapeshift (Minor) - Not exactly shape shifting but the Slitheen use compression fields and can wear skin-suits to disguise themselves as other races.

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

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

Story Points: 3-5

began by infiltrating the government of the United Kingdom, in the same way they had on their own world. Once inside the government, they crashed a space ship into the river Thames, in London (hitting Big Ben en route!). With the planet in a panic over the crashed alien vessel, they received authorisation from the United Nations to launch nuclear weapons, exactly what they needed to finish their plan. Luckily, the Doctor and his friends were able to stop them. However, the Slitheen are a large family with many sub-clans and they take any action against their family very personally. Even though they may not see any profit in destroying the human race, plenty of Slitheen cousins and siblings would love nothing better than to see the Earth destroyed in revenge for the family members they have lost.



SONTARAN

War is the only thing that matters to the Sontarans. It is the driving force of their culture and the focus of all their activities. This wasn't always the case but since the beginning of their millenia-old conflict with the Rutan Host the only things Sontarans care about are war and victory.

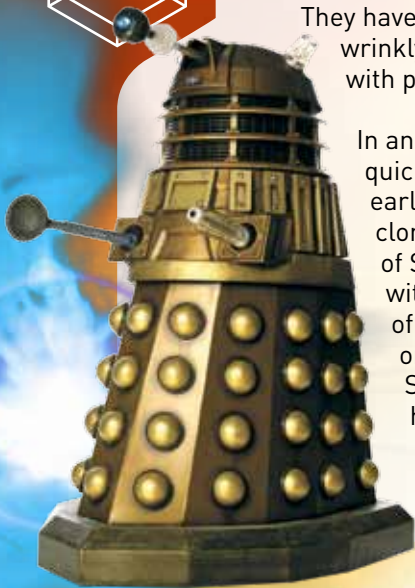
The gravity on Sontar is very strong, which causes the Sontarans to be short and stocky, around 1.5 metres tall. Some Sontarans, notably those in the Scientific Core stand taller. They have immense physical strength and can lift two or three times the weight of an average human.

They have dome-shaped heads, with tough, wrinkly brown skin. They wear battle scars with pride, as proof of their duty to Sontar.

In an attempt to build their numbers quickly, the race defied nature in the early centuries of the war and developed cloning technologies. The art galleries of Sontar were torn down and replaced with cloning facilities, all in the aid of the great Sontaran Military. At one time, it was said that a million Sontarans were born at every hatching.

Sontarans do not eat or rest in the way many races of the universe do, rather they 'recharge' through the use of a probic vent in the back of their neck. The vent has to be left uncovered, making it a weak point on the Sontaran body. A sharp point, such as an arrow, or a pen, jabbed into the vent will cause the Sontaran great pain. Similarly, a hard blow to the outside of the vent will stun them enough to make a quick getaway. Sontarans, however, do not see the vent as a weakness, as it forces them to always enter battle face-to-face with the enemy. They are also susceptible to coronic acid, which eats away at their skin, causing them to melt.

Sontaran technology has varied wildly over the course of the war. As they face victories or defeats, so their technology becomes more or less advanced. At times, they have possessed great battle fleets, consisting of ten million ships. Most Sontaran fleets contain a central battle ship, where the Generals can amass their armies, survey plans and prepare for the attack. These ships hold millions of Sontaran warriors and thousands of individual scout ships. Large enough to hold just a single Sontaran at the controls, the spherical scout ships spin as they





are piloted through space. Containing everything a Sontaran officer needs to collect information about a planet or species, they are used to find out about the planets in their path, looking for resources to build weapons or lesser races to use as cannon fodder.

Sontarans used teleportation at one stage in the war, although the technology seems to have slipped out of use later. Teleportation can only take place where a receiver node is present, limiting the technology, but it is still useful for short trips between battle ships. They have experimented with invisibility technology throughout the war, to varying levels of success. Around 50,000 years into the war, they developed fairly successful cloaking devices for their ships and also on personal armour.

The weapons used by the Sontaran military also vary greatly throughout the course of the war, ranging from small pistols to laser guns and big, bulky weapons. Generals of the Military carry batons, which can shoot a deadly beam of energy to either stun or kill an opponent. Sontarans often use a Cordelene signal to assist them in war, which causes the copper in ballistic projectiles to expand in the barrel of the gun, blocking it and rendering the weapon useless.



SONTARAN TROOPER

Awareness 3 **Coordination 4** **Ingenuity 3**
Presence 4 **Resolve 6** **Strength 6**

Traits: Adversary – The Sontarans have been at war with the Rutans for thousands of years.

Alien

Alien Appearance

Brave – A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.

By the Book – A Sontaran never disobeys an order from their superior officer.

Tough – Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.

Weakness (Minor) – The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

Weapons: Sontaran Rifle L (4/L/L), Shock Staff S (S/S/S)

Armour: Sontaran body armour is very strong, reducing damage taken by 5. Some also have the Invisible Trait (Special) built in as a Gadget but this is rare.

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

Story Points: 3-5

GENERAL STAAL

Awareness 4 **Coordination 4** **Ingenuity 5**
Presence 5 **Resolve 6** **Strength 6**

Traits: Adversary – The Sontarans have been at war with the Rutans for thousands of years.

Alien

Alien Appearance

Brave – A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.

By the Book – A Sontaran never disobeys an order from their superior officer.

Tough – Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.

Voice of Authority – General Staal is in charge of the fleet and none disobey him, +2 to Presence rolls to command.

Weakness (Minor) – The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

Weapon: Shock Staff S (S/S/S)

Armour: Sontaran body armour is incredibly strong, reducing any damage taken by 5.

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

Story Points: 12

As the years have gone by, the war with the Rutans has passed into legend. Still raging across time and space, none can recall what started the fighting, just that either side is truly devoted to winning the fight. The Sontaran military is split into many different sectors, each devoted to a different element of the war. Battle Fleets, Research Scouts, and Scientific Divisions all work independently for the greater good of the war. Some Sontarans lack

the desire to fight that characterises the species and these are sent to work on other projects, such as mining for resources, or building ships and weapons. It is the duty of every Sontaran to benefit the war, weather they agree or not.

At first, the war was contained in the small space between the worlds of its two opponents but it soon spread and stories of it reached all civilised worlds. The planet Earth has been of importance in the war on several occasions.



COMMANDER SKORR

Awareness 3 **Coordination 4** **Ingenuity 4**
Presence 4 **Resolve 6** **Strength 6**

Traits: Adversary – The Sontarans have been at war with the Rutans for thousands of years.

Alien**Alien Appearance**

Brave – A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.

By the Book – A Sontaran never disobeys an order from their superior officer.

Impulsive – Skorr leaps into battle without a care for the consequences, even if it is against unbeatable odds.

Tough – Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.

Voice of Authority – Commander Skorr commands a troop of soldiers, +2 on Presence rolls.

Weakness (Minor) – The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

Weapons: Sontaran Rifle L (4/L/L)

Armour: the Sontaran body armour is incredibly strong, reducing any damage taken by 5.

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

Story Points: 10

The first Sontaran presence on the planet was in the Middle Ages of Earth's history, during which time they didn't consider it to be of strategic importance. All this was to change, however, in the following millennia. In the early 21st century, the Tenth Sontaran Battle Fleet attempted to convert the Earth into a clone world to breed more soldiers. Following their defeat, some Sontaran teleportation technology remained



behind on the planet, and was converted for use by UNIT personnel in New York. Still in its early stages, 'Project Indigo' continues to undergo refinement.

A lone Sontaran from the Tenth Battle Fleet escaped the destruction of their ship and crash-landed on Earth, in the village of Goblin's Cops. Once there, he set about trying to destroy the Earth as revenge for the destruction of his fleet. Thankfully, Sarah Jane Smith was on hand to stop him.

The Earth did not become of importance again until long after the Human Race had fled to other worlds. Following a set of Solar Flares that bombarded the Earth from around the year 5000, a Sontaran scout was sent to the planet to carry out experiments on its inhabitants. Finding the Earth deserted in the year 16,000, he lured a passing ship in to crash and disabled all teleportation off the planet. Experiments were carried out on the human survivors of the crash, to find their physical strength and resistance to fear, starvation and dehydration.



The Sontaran War Council was furious at being denied entry to the Time War, which had started between the Time Lords and the Daleks. Locked out of the war, it became invisible to the Sontaran Race, who were considered no more than brutes. The War Council set about devising their own plan: if they could not join the already waging Time War, then they would start one of their own.

The first attempt by the Sontarans to steal time-travel technology came in the form of the Kartz-Reimer module, which was being developed by two human beings aboard a research station in the late 49th century. Allying themselves with people aboard the facility, they launched their attack, unaware that the Time Lords were one step ahead, and had sent the Doctor to stop the experiments before the Sontarans could get to them. It took two incarnations of the Doctor but, between them, they defeated the Sontarans in Seville, Spain, in the 1980s.

It was after this that the Sontaran race fell quiet. The war with the Rutans still raged across the

galaxies but the Sontarans seemed to have lost interest and began losing the fight. In reality, they were simply planning their biggest and most daring feat ever – the invasion of Gallifrey.

Using a 'lesser' race, and the Doctor himself, they forced their way onto Gallifrey, planning to steal the secrets of the Eye of Harmony – the heart of the Time Lord civilisation and the core of their power. The Sontarans planned to destroy the Eye and bring chaos to the Universe by unleashing the raw power of the Vortex upon it. The Doctor ultimately defeated them with the use of a de-mat gun, which wiped the Sontarans on Gallifrey out of time itself.

The Time Lords closely monitored any time travel technology that did make it into the war with the Rutans and events were locked as they happened, to prevent the Sontaran race from altering history and causing havoc with the Universe.

Following the Gallifrey incident – the greatest defeat in Sontaran history, they returned to their war with the Rutans. But they were significantly run down and had to rely on centuries-old technology.





SWARM

Vicious and brutal, The Swarm (their real name yet to be uncovered) is the collective name for a huge flying species that moves through the air at great speed whilst gorging themselves on anything and everything that gets in their way. They soar like a billion-strong horde of locusts and, due to their numbers and speed, no one really stands a chance of escaping their gaping jaws. Each one is packed with razor sharp teeth that can bite their way through any material, no matter how dense – flesh, wood, concrete or metal.

Once they have devoured everything on a planet, they fly around the now-dead sphere gradually gaining momentum as they go. This creates a wormhole, a huge tear in space itself. The wormhole gets bigger and bigger until they are able to travel through this rip in space to another unsuspecting planet. From here they continue their simple lifecycle of digestion and progression. The creatures are constructed from a metallic exoskeleton, which is constantly renewed as the metal they eat from buildings passes into their bones. Because the metal is replenished and incredibly strong it protects their bodies as they pass through wormholes. They average just over 4.5 metres long, with tails

SWARM

Awareness 3 Coordination 4 Ingenuity 2
Presence 2 Resolve 3 Strength 5

Traits: Alien

Alien Appearance

Armour - The Swarm's skin is made of metal and reduces damage by -10.

Environmental - The Swarm can survive in space or through the harsh environment of a wormhole.

Flight (Major) - The Swarm can fly at great speeds, building up enough energy to rip a hole in space.

Natural Weapons (Teeth) - The Swarm can eat anything. Damage is Strength +2 for a bite but the swarm acts as a whole and thousands of them can bite within a minute. Being exposed to the whole swarm is usually fatal.

Networked - The Swarm acts as one massive entity.

Quick Reflexes

Special (Wormholes) - The Swarm can travel so fast that they can rip a hole in space allowing them to travel to distant planets. This acts like the Alien Vortex Trait (see p.108) only allowing the Swarm to move through space, rather than through time.

Skills: Athletics 5, Fighting 5, Survival 5

Story Points: 2-4

that have sharp, serrated ends. These can be used to whip their victims to one side and also cause severe damage.

They have no remit, plan or grand evil scheme. They are merely carrying out their evolutionary role. When in flight, they emit a high-pitched scream that forewarns their intended victims, placing their prey even more on edge. When viewed from a distance they have been misinterpreted as a storm, because there are so many they resemble huge grey clouds. The Swarm needs only the slightest source of heat to take them out of their dormant stage. One was found in a ship belonging to a race called the Tritovores. It had been sucked into its ventilation system but, because the ship was so cold, inside

it had fallen into a dormant state. It awoke when Lady Christina de Souza entered a chamber where it was resting – her body heat alone was enough to recharge it.

It took the Swarm only a year to devour the inhabitants of San Helios, a planet in the Scorpion Nebula at the opposite side of the galaxy. Here they consumed everything: the 100 billion population, buildings, vehicles, roads, everything. All that was left behind was sand particles, the remnants of a once fertile race.

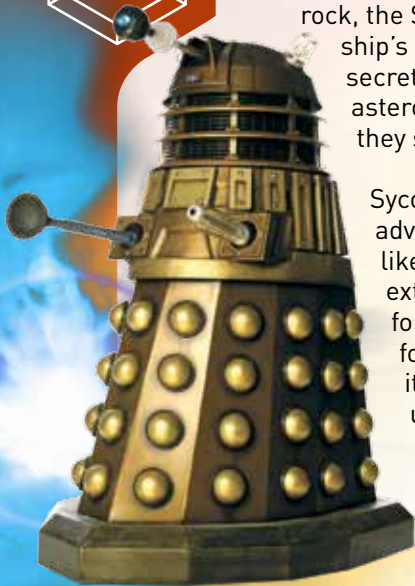
Three of the Swarm made it to Earth in 2009 via a wormhole but were eventually destroyed by the heavy artillery of UNIT.

SYCORAX

The Sycorax are a warrior race that travel the galaxy looking for fertile worlds with significantly less-advanced inhabitants. When they find one, they use tricks to intimidate the less experienced race into surrendering. The Sycorax then takes half the population to sell as slaves and steal whatever mineral wealth from the planet they can. If it works well, they will farm such a planet as often as possible, returning whenever the population and resources have had a chance to replenish.

The Sycorax were not always this capable. The race originated on an asteroid in the far reaches of the galaxy. When a ship crashed into the rock, the Sycorax quickly dominated the ship's survivors, forcing them to reveal the secrets of their technology. Fitting the asteroid with the ship's salvaged drives, they set off to plunder other worlds.

Sycorax technology is actually not that advanced. They still use scare tactics like blood control technology – an extremely antiquated and unreliable form of mind control. It is pretty scary for anyone that doesn't know how it really works but is only actually useful to bluff and intimidate. In combat, they prefer to use swords



SYCORAX

Awareness 3 **Coordination 4** **Ingenuity 3**
Presence 4 **Resolve 4** **Strength 5**

Traits: Alien

Alien Appearance

Armour (Bone Armour) - Reduces damage by 5. The gauntlet contains remote technology for their ship (as seen when they activated the Blood Control device).

Code of Conduct - The Sycorax adhere to a strict law of trial by combat and honour the outcome.

Fear Factor (1) - They are imposing warriors that gain a +2 bonus when actively trying to intimidate or scare.

Special (Blood Control Technology) - Similar to the Major Hypnosis Trait, the Blood Control Technology allows the Sycorax to place those of a certain blood into a susceptible state.

Weapons: Sword (+4 to Strength in Damage, two handed), Energy Whip (+2 to Strength in Damage per Round in Contact).

Skills: Athletics 3, Convince 2, Fighting 4, Medicine 2, Science 2, Technology 3, Transport 1

Story Points: 3-5

SYCORAX LEADER

Awareness 4 **Coordination 4** **Ingenuity 3**
Presence 5 **Resolve 4** **Strength 5**

Traits: Alien

Alien Appearance

Armour - The Sycorax wear bone armour. The gauntlet contains remote technology for the Sycorax ship (as seen when they activated the Blood Control device).

Code of Conduct - The Sycorax adhere to a strict law of trial by combat and honour the outcome.

Fear Factor (1) - They are imposing warriors that gain a +2 bonus when actively trying to intimidate or scare.

Special (Blood Control Technology) - Similar to the Major Hypnosis Trait, the Blood Control Technology allows the Sycorax to place those of a certain blood into a susceptible state.

Weapons: Sword (+4 to Strength in Damage, two handed), Energy Whip (+2 to Strength in Damage per Round in Contact).

Skills: Athletics 3, Convince 2, Fighting 5, Medicine 2, Science 2, Technology 3, Transport 1

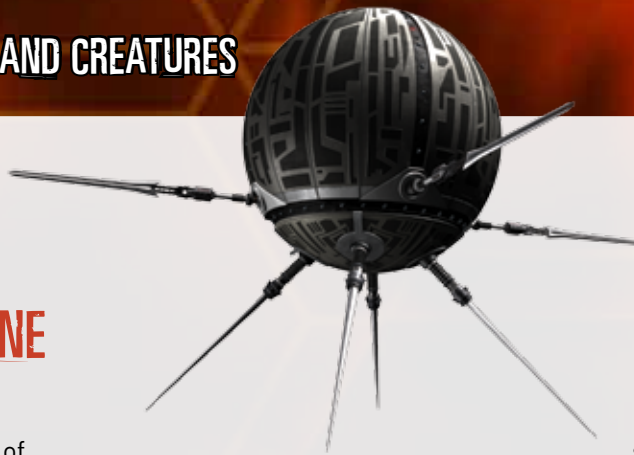
Story Points: 10

as weapons and dress in elaborate robes and armoured masks, all for effect. However, their energy whips can be deadly if you don't catch them the right way. Inside their ship is the Great Hall, where the Sycorax hold their tribal meetings and rituals.

Wandering the universe and conquering less advanced species has given the Sycorax a vastly inflated opinion of their own powers and abilities. They are arrogant to the extreme, considering anything less advanced than them to be little better than pond scum. Their lifestyle has led them to believe they are a warrior culture, although they rarely like to actually fight an equal opponent. They do adhere to a loose form of warrior's code, such as the rites of single combat, but are not above cheating if things don't go well for them. Once you pass their bluster and

prove yourself their equal or better, they usually back down like the cowards they are. The Sycorax can live to be over 400 years old.

The Sycorax attempted to conquer Earth using type A positive blood found in the Guinevere One, a Mars probe. Holding one third of the human race hostage, they demanded humanity's surrender. Harriet Jones, Prime Minister of Great Britain, tried to intervene with UNIT and failed. A newly regenerated Doctor challenged the Sycorax leader to a duel for the planet and defeated him. The Doctor ordered the Sycorax to leave Earth but Harriet Jones had other plans. She ordered Torchwood to eliminate the alien vessel. As the ship left orbit and people began to celebrate, a brilliant bolt of light shot into space and destroyed the Sycorax ship.



TOCLAFANE

To the children of Gallifrey, the Toclafane were the monsters under the bed. They were the terrors from faerie stories designed to make children do as they are told and behave. However, when the Master visited Utopia at the end of the universe, he made the Toclafane real and brought them to Earth.

Although he named them, the Master didn't invent the Toclafane. In the furnaces of Utopia he saw them created, a last desperate attempt for a doomed race to survive the ultimate cataclysm. He made a deal and opened a hole in time so they could conquer the Earth. However, the most terrible thing about the Toclafane is that these desperate creatures, corrupting themselves for the sake of survival, are actually the future of the human race.

Even at the end of all things, the human race did all it could to survive. The Utopia project was created with that goal in mind. However, they soon discovered there was nowhere to go, no matter what form the human race took. Humans had spent billions of years evolving into clouds and new races, finally returning to their humanoid form. In the furnaces of Utopia they were made into machines. A fragment of each person was built into a small, heavily-armoured sphere. To survive the process with some sanity, each Toclafane was linked to a hive mind and reduced to a childlike state. In this way they craved only 'fun' and understood little of morality and kindness. When the universe finally crushed their armoured forms, they would at least die uncomprehending the enormity and desperation of their position.

Toclafane are much like small Daleks, in a way. They are small floating silver spheres that contain the brain and central nervous system of a living being. The Toclafane can fly in atmosphere and out into space.

While they can't travel interstellar distances, they move very fast indeed. The sphere is armed with an energy weapon and several knives that can be deployed at will to slice and dice. The sphere's armour is extremely strong, rendering them immune to gunfire and most weapons. However, a large jolt of electricity at a specific voltage can disable one. It is not the amount of voltage but the particular frequency of the current that does the damage. So, anyone planning to collect a sphere needs not only a large power supply but also the correct data to make it effective.

While the Toclafane were sent back to the end of the universe by the Doctor, they were not destroyed. Out there in the fires of Utopia the Toclafane remain, playing in the ruins of the universe, awaiting the end. However, they will not go quietly into the final night of the universe. As the suns fade, they plot a way to survive, whatever the cost.

TOCLAFANE

Awareness 4 Coordination 6 Ingenuity 2
Presence 2 Resolve 2 Strength 2

Traits: Alien

Alien Appearance

Armour (Major) – The Toclafane sphere is incredibly tough to break, reducing damage by 10. Only after it has been disabled can the sphere be opened.

Environmental – The Toclafane can survive in space or underwater.

Flight – The Toclafane are fast and nimble. When in the open they have a Speed of 18.

Natural Weapons – The Toclafane spheres can deploy multiple blades (that do Strength +2 damage) and can fire an energy pulse weapon 5(2/5/7).

Weakness – There is a precise electrical current (58.5 kilo-ampere transferred charge of 510 megajoules) that will disable a sphere. It is not common, except in lightning strikes or in specially manufactured weapons. If hit, the sphere is completely disabled, though the occupant is not killed.

Skills: Athletics 6, Fighting 4, Marksman 2

Story Points: 1-2

CHAPTER TWO: CATEGORY – NON-HUMAN



TRITOVORE

The Doctor and his then associate, Lady Christina de Souza, encountered the Tritovores on the planet of San Helios, a world in the Scorpion Nebula, located at the opposite side of the universe. Tritovores have fly-like heads complete with two, very large, compound eyes that are placed on either side of their skulls. Typically for an insectoid creature, they possess mouths that have many parts and mandibles that can move independently of each other. They consume the waste product that other creatures excrete. Communication is via this 'mouth', and their native language is made up of various clicks with the tongue and slurps that sound as if it's making a sort of inverted belching noise. The Tritovore skin colour seems to be a mix of silver and grey, reflecting the light around them with a petrol-on-water effect, similar to that of an Earth blue-bottle fly. Two short antennas adorn the top of their head. Their hands are the same colour and only have three over-sized digits but are very pliable and able to use machinery and weapons.

The Tritovores the Doctor encountered were Sorvin and Praygat, whose spaceship had crashed on San Helios. They were there to trade with the inhabitants of the planet when one of the Swarm creatures (see p.81) was sucked into the ship's drives. The Tritovores used a telepathic translator to decipher the Doctor's language but they were too far away from the TARDIS to

translate for Lady de Souza. Their translator also has a second ability, to detect if beings they encounter are telling the truth. Unfortunately, an awakened Swarm creature killed both Sorvin and Praygat.



TRITOVORE

Awareness 4 Coordination 2 Ingenuity 3
Presence 2 Resolve 3 Strength 4

Traits: Alien

Alien Appearance

Keen Senses (Sight) - The Tritovore's compound eyes give them +2 to rolls when using their sight

Technically Adept - Tritovore gain +2 on Technology rolls

Unattractive - The Tritovore looks like a big fly, and may receive a -2 penalty on some social rolls

Skills: Craft 2, Knowledge 1, Marksman 2, Medicine 1, Science 2, Survival 3, Technology 3, Transport 4

Story Points: 4-6



VASHTA NERADA

In the darkness, in the shadows, lie the Vashta Nerada. You can see them sometimes, the motes in beams of sunlight, but it is when you cannot see them that you should be the most afraid. They are a swarm of darkness, a killing shadow. They have a hundred names on a million different planets and every name is fear and death.

They are the reason that we fear the dark.

Vashta Nerada are microscopic organisms that hunt in swarms. Each individual Vashta Nerada seems to absorb light and, when they are swarming in great numbers, it is as if the dark itself is hunting you. However, they are so minute that when they gather in small numbers they are almost invisible. When they hunt, they are looking for one thing: flesh. Unlike most microscopic organisms, they are entirely carnivorous; existing only to consume meat in any form they can find it. In smaller numbers, they exist on road kill and anything else they find that cannot defend itself. In very large numbers, the swarm is so dense that they can turn a human being into nothing more than a bleached skeleton in a matter of seconds.

Luckily, Vashta Nerada are usually found in small numbers. They are an arboreal creature mostly found in forests. Plenty of people wander in such places and get little more than a rash, as the Vashta Nerada are only strong enough to consume a layer or two of skin. In most cases they are only numerous enough to hunt the remains of other animal's kills, or the slower moving, older animals. It is easy to identify the places they exist in greater numbers, as the area will be curiously devoid of animal life. When they exist in vast numbers, few people ever return to tell anyone else what the signs of their presence might be.

While they behave very much like any other carnivorous animal, Vashta Nerada can be quite intelligent. Each swarm is a hive mind and they work best as a pack. Like cells in a

brain, the more Vashta Nerada are in a swarm, the more intelligent the swarm will be. So, in small numbers, they have little more than animal cunning and a need to feed. Not only are they more physically dangerous in a large swarm, they are more cunning and clever in their hunting patterns.

As they are not usually found in large numbers, the Vashta Nerada must hunt carefully. They do this by mimicking the shadows, or hiding in shadows being cast. They generally move quite slowly but when they manage to attach themselves to a victim they do so physically. So, while you might outrun a shadow that is growing towards

VASHTA NERADA

The 'Shadows that melt the flesh' don't really need any specific statistics. They are a force of nature rather than an alien you can fight off. In game terms it is easier to think of them as an area effect weapon than a living being. You can't even negotiate with them unless some piece of technology or advanced psychic power is available, making their Presence immaterial. They fear little or nothing (although the Doctor's reputation gave them pause) so Resolve is no use. Their Ingenuity is dependant on the size of the swarm but even so they will only be concerned with eating and hunting. However, Awareness can be used to determine if the Vashta Nerada have noticed you and Coordination to decide how long it will be before they get to you.

**Awareness 3 Coordination 3 Ingenuity 1-8
Presence 1-4 Resolve 1-3 Strength 0**

**Traits: Alien
Alien Senses**

Fear Factor (2) - Vashta Nerada give good reason to be afraid of shadows, +4 to scare.

Flight (Minor)

Immunity (all physical attacks)

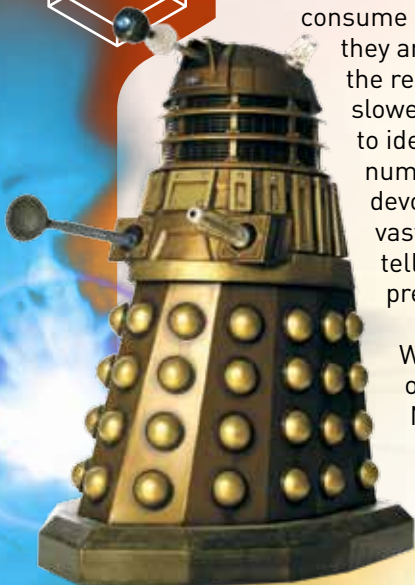
Natural Weapon - Touching the swarm or an infected shadow does (4/L/L) damage.

Networked

Special (Almost invisible) - Very Difficult to detect in shadows.

Skills: Athletics 2, Subterfuge 5

Story Points: 3-5



you, once you have a second shadow attached to you, then you cannot escape it. At that point it is just a matter of time until the Vashta Nerada attack. Luckily, a second shadow need not mean imminent death, as the Vashta Nerada are opportunists. They are always looking to attach themselves to fresh prey, so when they are hungry again they have a meal ready. Unfortunately the 'Piranhas of the Air' don't stay full for long.

Given their voracious appetite, and their lack of natural enemies, the Vashta Nerada population on a planet often grows to large numbers. Some alien species have developed chemicals that destroy them but you can never be sure you have destroyed them all. When the swarms can find nothing else to eat, they return to the trees to lay spores. The better-fed the swarm, the more spores they can lay. The adults then die off and the spores hibernate until the food source has replenished. Upon detecting the return of life to their location, the Vashta Nerada spores hatch and swarm again, ready to devour everything in their path.

The spores are extraordinarily resilient to damage while hibernating. Their trees can be cut down, pulped, treated and turned into books and the spores will still be hibernating and waiting. So beware, even this book you are holding, or perhaps the wood in the chair you are sitting on, may have come from a forest of the Vashta Nerada. The microscopic spores may just be waiting for the time to hatch. So always read in the light and if you remember nothing else, always count the shadows, and if the shadows move, run.

SPACESUIT ZOMBIE

When the Doctor faced the Vashta Nerada on 'The Library' they were in terrifyingly large numbers. As such, the swarm was intelligent and resourceful enough to animate the spacesuits of their victims and make them walk, albeit very slowly. While a standard space suit creates a very good seal in general, it is not strong enough to resist the tearing force of a Vashta Nerada swarm intent on getting in. Once they are inside the suit, the victim has no way to escape and before they have time to be afraid, the suit contains nothing more than a grinning skeleton.

The suits of the 51st century humans who fell victim to the Vashta Nerada have advanced comms units that linked directly into the brain. The Vashta Nerada became clever enough to use this form of psychic technology to communicate with their prey. In this way the Doctor was able to negotiate a brief truce.



SPACESUIT ZOMBIE

Awareness 3 Coordination 1 Ingenuity 3
Presence 3 Resolve 4 Strength 4

Traits: Alien
Alien Senses

Fear Factor (2) - A skeleton in a space suit gets +4 to actively scare.

Immunity (all physical attacks)

Natural Weapon (Release shadow swarms of Vashta Nerada) (4/L/L)

Networked

Skills: Athletics 1, Fighting 2, Subterfuge 2

Story Points: 3-5

VESPIFORM

Awareness 3 Coordination 3 Ingenuity 3
 Presence 2 Resolve 3 Strength 4

Traits: Alien

Alien Appearance

Keen Senses (Sight) - The Vespiform gains +2 to rolls when using their sight.

Natural Weapon (Stinger) - The stinger is sharp, providing +4 to Strength in damage, but it also delivers a deadly poison that is usually lethal 4 (4/L/L) if the stinger does enough damage to penetrate any armour.

Shapeshift - The Vespiform can appear as another form to blend into a planet's society. When angered, it will usually transform back to its natural form.

Weakness - The Vespiform cannot swim and falling into water is fatal.

Skills: Craft 2, Knowledge 3, Marksman 1, Medicine 2, Survival 3, Technology 2, Transport 2

Story Points: 4-6



VESPIFORM

Through his travels, the Doctor has encountered many famous writers including H.G. Wells, Charles Dickens and William Shakespeare. The Doctor met legendary crime writer Agatha Christie in 1926 but also encountered something far more thrilling and deadly, the alien race known as the Vespiform. These insectoid creatures are very similar to wasps (bearing a close resemblance to a 'Yellow Jacket' which are also known as genera Vespula), meaning they have classic attributes such as a three-part body (head, thorax and abdomen), compound eyes, yellow and black markings, hind and fore wings, large antenna, six legs and a sting that re-grows after use. What sets them apart from a normal wasp, besides being over two metres long, is their ability to morph into other creatures. After they have transformed they leave behind a trail of morphic residue.

The Vespiform are an old race, hailing from the Silfrax Galaxy. They were first seen on Earth in 1885, when a Vespiform took on human form and called itself Christopher. It was in India that the exploring Vespiform met a lady named Clemency Eddison and they fell in love. Even though she discovered his secret, they had a child together. Tragedy struck when Christopher drowned, leaving behind not only an heir but also his most prized possession: a Telepathic Recorder. Disguised as an innocuous item – in this case a classic piece of jewellery, heart-shaped with a highly polished, large purple stone at its centre – the Recorder contains all the Vespiform's memories, thoughts and emotions. If this Telepathic Recorder is destroyed, it will also obliterate the Vespiform to whom it belongs.

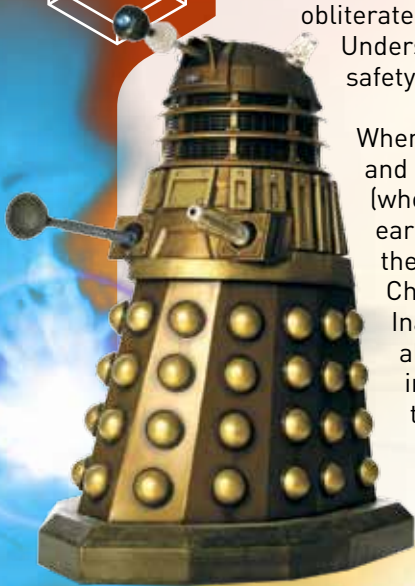
Understandably, they will kill to protect its safety.

When the Doctor encountered Clemency and her son, Reverend Phillip Golightly (whom she gave up for adoption years earlier and had no idea was her child), the Telepathic Recorder had relayed Christopher's entire mind into Phillip's. Inadvertently, extra information was also transmitted into Golightly's mind including Clemency's knowledge of the works of Agatha Christie. This caused him to murder people in the

style of those, now classic, murder mysteries, while transformed into a winged Vespiform. Several murders took place and even the Doctor was a target. He was poisoned with cyanide but he was able to cancel out the dangerous fluid.

The Vespiform was destroyed when Donna threw the Telepathic Recorder (then known as The Eddison Firestone) into a lake known as The Silent Pool. The Vespiform followed it into the dark waters and, ironically, drowned like his father. However, there are many more Vespiform out in the universe and who knows how many are disguised as humans on Earth?

CHAPTER TWO: CATEGORY – NON-HUMAN





WEeping ANGELS

On first appearance, the Weeping Angels seem to be a quartet of harmless static statues – classic marble sculptures of the type that have adorned churches and graveyards for centuries. In reality, they are an ancient alien race who can destroy lives just by touching their innocent victims. Their origins are unknown and are thought to be as old as the known universe itself. Also dubbed ‘The Lonely Assassins’, they don’t kill their prey, as such. Instead, they send their victims back in time, usually to a different location, long before they were born. The Angels feed from the chronon energy of the days that their victims would have lived, in their original time stream. The victim is abandoned in a different time to live the rest of their natural existence, while the Angels feed off the potential energy.

To survive, they are doomed to constantly seek out victims. The name ‘Weeping Angels’ comes from the fact that they can’t look at each other, for if their eyes met they would turn each other to stone. So, they hide their eyes behind their hands as if they were crying. The winged Angels have demonic faces when they attack, displaying their sharp, fanged teeth which jut from their mouths, as well as elongated finger nails which help them to reach out to their victims. Blank eyes adorn their faces that are totally devoid of wrinkles or any other sign of aging.

The Angels, when observed, can’t move – they are ‘quantum locked’ and become like rock. As the Doctor has pointed out: you can’t kill stone. However, when you look away, even for the blink of an eye – they move at great speed. The Doctor and Martha encountered the Weeping Angels at Wester Drumlins, being sent back to 1969 after the Angels targeted the TARDIS as a source of unlimited power. Luckily, with the help of Sally Sparrow and Larry Nightingale, the Angels were tricked into seeing each other, permanently turning them all to stone.

However, these are just four of the Weeping Angels – many more could be out there, disguised in the ancient architecture of the galaxy.

WEeping ANGEL

Awareness 3 Coordination 4 Ingenuity 2
Presence 3 Resolve 3 Strength 2

Traits: Alien

Alien Appearance

Fast - The Weeping Angels are so fast that they move almost instantly, that is, unless they are seen.

Special (Temporal Exile) - The Angels feed by sending people back in time so they die of natural causes before their current existence. A successful attack on someone (Good or Fantastic Result) will send the target backwards in time (how far is up to the Gamemaster). A Success may have some temporal effect but not as severe.

Weakness (Being Seen) - If the Angel is seen by anyone, quantifying its existence, it cannot move.

Skills: Fighting 2, Knowledge 4, Subterfuge 4

Story Points: 6-8



WEREWOLF

Tales of wolves on the moors haunt the British Isles. While they may have been tales, myths of lycanthropes that fill the stories of frightened villagers, the lupine wavelength haemovariform is very real. This creature crashed to the Earth on 6th October 1540 at the Glen of St. Catherine and slowly gathered its strength while moving from host to host, until it was powerful enough to fully possess a human. During the full moon, the haemovariform changes into a tall humanoid wolf, or werewolf. The hosts tend to be sick children who are near death. This creature has been secretly protected during its time on Earth by Father Angelo and the Brethren. In an attempt to seize control of the crown, the Brethren sabotaged the railway during a Royal visit, forcing Queen Victoria to stay at the Torchwood Estate. If they could get the werewolf to bite the Queen, then the human race would be under the control of the haemovariform and the Brethren. The Torchwood Estate was actually a trap for the werewolf and, with the help of the Doctor, the creature was killed using a light weapon developed by Sir Robert MacLeish's father, the owner of the estate. However, it is thought that the Queen sustained an injury from the haemovariform during the incident – the primary method of transference of the haemovariform from host-to-host. It could be that the world has not seen the last of the legends of the werewolf.

FATHER ANGELO AND THE BROTHERS

Leader of the Monks of St. Catherine, Father Angelo and his brothers served the werewolf in the hope of converting Queen Victoria. They had put God aside to worship the wolf. Because of the nature of the wolf, the Brethren had physically trained themselves to deal with the creature. Each one was a fighting machine and used martial arts to protect themselves. They were also well-versed in alchemy. When needed, the Brethren travelled to the local village and acquired a sick child for the haemovariform to control. No one is sure what happened to the order after the incident at the Torchwood Estate.



FATHER ANGELO AND THE BRETHREN

Awareness 2 Coordination 3 Ingenuity 3
 Presence 2 Resolve 4 Strength 3

Traits: Code of Conduct
 Quick Reflexes
 Tough

Weapons: Staff (+2 to Strength in Damage, two handed)

Skills: Athletics 3, Fighting 4, Medicine 3

Story Points: 2

WEREWOLF

Awareness 5 Coordination 5 Ingenuity 3
 Presence 4 Resolve 3 Strength 7

Traits: Alien
 Alien Appearance

Alien Senses (Hearing, Sight, Smell) – The werewolf gains a +4 to all Awareness rolls.

Climbing (Minor) – With its sharp claws, the werewolf can climb most surfaces. They gain a +4 to all climb rolls.

Fear Factor (3) – A humanoid wolf is terrifying to look at, especially when it wants to eat you. It gains +6 to scare people.

Immune – The werewolf is almost immune to physical damage. Any damage is reduced by 5 and it heals 1 point every other Round from physical damage.

Infection (Major) – If bitten or scratched, doing enough damage to penetrate armour, the curse of becoming a werewolf may be passed on (see p.104).

Natural Weapons – Razor sharp claws and teeth add +2 to Strength damage.

Phobia (Mistletoe) – Hoping to maintain control over the werewolf, the Brethren spent generations convincing it to fear mistletoe. Because of this, the werewolf will avoid it at all costs.

Shapeshift – From human to humanoid wolf, though the haemovariform may only transform during a full moon.

Weakness – High Density Moonlight: a high concentration of moonlight will kill the haemovariform.

Skills: Athletics 3, Fighting 4

Story Points: 5



THE WIRE

Awareness 6 Coordination - Ingenuity 7
 Presence 7 Resolve 7 Strength -

THE WIRE

On the planet Hermethica, a criminal syndicate took control of the major cities. They used a genetic abnormality that allowed them to transform into beings of pure plasmic energy and used their newfound state to influence electrical signals on the planet to their own ends. The gang's leader, known only as 'The Wire', was captured. The people of Hermethica tried and executed her for her crimes but she managed a further plasmic transformation, transmitting herself into a mobile recording device that had been illegally smuggled in to film the execution. Since that time, she has travelled along signal wavelengths, in the hopes of discovering a planet where she might reconstitute her physical form.

On Earth in 1953, she concealed herself in television signals, transferring herself from set-to-set. She took basic human form within the signals, based upon a popular television presenter. She manipulated Mr. Magpie, the owner of an electronics shop, using him to spread the technology to enough households to allow her to feed on the resident's mental energies. Magpie was to deliver the Wire to the broadcast tower at Alexandra Palace on the day of the Coronation of Queen Elizabeth II, where the increase in power and broadcast range would allow her to feed on the mental energy of the three million viewers of that event (the largest television audience in history to that point) and giving her enough energy to return to Hermethica to exact her revenge. Luckily, the Doctor was on hand, armed with a trusty betamax video recorder.

Traits: Alien

Fear Factor – People tend to freak out when the television begins to talk to them. The Wire gains a +2 to any roll when actively trying to strike fear into people's hearts.

Immaterial – The Wire has transformed into a being of pure energy.

Psychic

Special (Energy Being) – The Wire has converted herself to pure energy. She can no longer be physically harmed, however she also cannot interact in any physical way with the world. She is capable of instantly transporting herself via televisual signals – and with a large enough broadcast tower and power behind it, can effectively be in more than one place at a time.

Special (Mental Drain) – The Wire feeds off the mental energy of other beings. The victim must be in the same room as a source containing The Wire's energy (such as a television) and is struck by energy tendrils. This is a conflict between The Wire's Resolve + Convince vs. the victim's Resolve + Ingenuity. During the conflict, the victim is paralysed and unable to act. If the drain is successful, the victim is left mindless – as well as faceless. The victim's consciousness is stored as energy by The Wire, who hopes to use the energy to reconstitute a physical form. If the Wire is defeated, her victims' minds, and faces, are restored.

Voice of Authority – In the form of the BBC Continuity Announcer, the Wire gains +2 to Presence and Convince rolls to try to get people to do what she wants.

Skills: Convince 4, Knowledge (Alien Cultures) 3, Technology (Electronics) 7

Story points: 8-12

CHAPTER TWO: CATEGORY – NON-HUMAN





CHAPTER THREE: CREATURES OF METAL, FIRE AND BLOOD

The universe is full of many creatures and aliens, and even the Doctor has only glimpsed a handful of them. The wide variety of guests gathered on Platform One to witness the end of the Earth is just the tip of a galactic iceberg that shows just how different aliens can be.

But, in **Doctor Who: Adventures In Time and Space**, creating alien characters and races isn't too hard. This section allows you to create the aliens you want to add to your own adventures. It expands upon the information provided in **Chapter Five** of the **Gamemaster's Guide**, helping to guide you through the process of creating a believable alien for your adventures. Some of the information from the **Gamemaster's Guide** is duplicated here for easy reference.

HERO OR VILLAIN?

The first defining factor in creating your alien race or creature is the part they are going to play in the adventure. Are they going to be a villain, or a character controlled by the players? If the alien is a player character, then they should be created just like a normal character. They will need to purchase the Alien Trait (see p.98) and can pick additional alien Traits to make the character more and more... well, alien!

Player character aliens are created like this to keep them on a fairly level playing field with the other characters in the group. It's all well and good having this great idea for a new character aboard the TARDIS, but when it's a 12ft tall upright green elephant with particle accelerator cannons grafted onto each arm, it may be a little out of balance with the other characters.

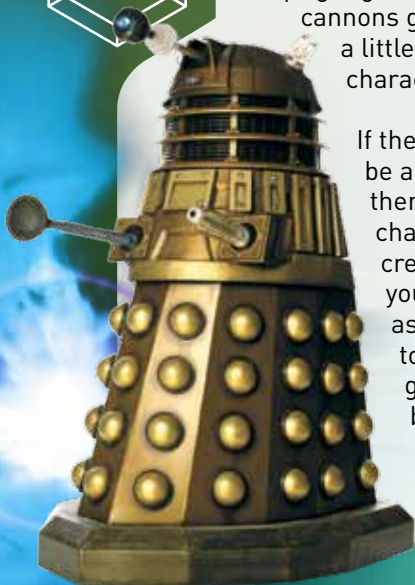
If the alien you're designing is going to be a villain, an NPC or a henchman, then you can ignore the points and the character creation process. You could create them as a player character so you'll know how powerful they are as a challenge, but if you're happy to adjust their actions during the game to provide a challenge without being overpowering, you can create anything you like!



In both cases you need to know why it is there, how it acts and what purpose it serves in the story. Below are a few things for you to think about when designing aliens of your own. If you answer the questions, you'll have made a good start on building your creature. Once you know about their background and habits, giving them some statistics should be simple.

What purpose does the creature serve in the story?

Before you even begin to create a creature, you must ask why it is in the story? Will it just be a monster for the characters to face, or a diabolical villain? If the characters need to confront it, what sort of combat should occur? Should it be the worst foe they have ever fought or does it just need to slow them down a little bit? Is it a guardian, or is it helpful and designed to aid the characters in their tasks? Take a few moments to think about what you want to happen when the characters meet this creature and how those actions will affect the flow of the story and adventure.



Is it a Monster, an Alien or a Construct?

It might seem like a strange question but there is a big difference. A monster is an alien animal or supernatural beast. Monsters have very basic needs and goals. However strange they look, they are basically animals, like Werewolves and the Macra. Aliens are intelligent creatures. While they may be very different from humans, they will have a culture and technology of their own. You can interact and, perhaps, socialise with aliens like the Mox of Balhoon, Ood, Slitheen and Daleks. Sometimes you might want to blur the line a little bit, though. Some aliens can appear to be monsters at first glance, with everyone too frightened to stop and chat. If someone does try to communicate, they discover it is raging across the countryside looking for help and is only getting angry because people keep shooting at it! The reverse sometimes applies; human-looking or even cute creatures that appear to have a decent society could be just a tribe of carnivores. Some vampires might seem human but actually have little more than animal instincts too.

Constructs are the final type of creature, though they aren't really creatures. A construct is a created thing, like Clockwork Droids, Roboforms or the Host. They are often programmed with limited instructions and built for a purpose but they might not be robots. All manner of materials are available to create servitors, even leather.

When you have decided if you need a monster, an alien or a construct, each needs a different approach. So continue to work through the questions appropriate to the nature of the one you've chosen.

MONSTERS

What does it eat?

Most monsters are guided by the need to eat, or at least secure a place to eat. The chosen food for a monster also defines how aggressive it is and what sort of natural habitat you might find it in. Does it eat plants, meat or a bit of both? Does it feed on something strange like potential timelines or life-force energy? Does it drink blood with a straw, or prefer a nice bacon sandwich?

Where does it live?

The environment the creature is built to survive will make a big difference in its form and abilities. Obviously, it needs to be able to survive there. So, creatures that live or hunt underwater or in space can exist there without any problem. However, in the same way that dolphins are actually mammals and not fish, and penguins are birds that can swim underwater, some creatures are not entirely the products of a single environment. The place a creature usually lives will be where it finds its food, or close to it. A fish-eating monster might not live in the sea but it will certainly live nearby. Creatures with more abstract taste might live in very strange environments, even the Vortex itself, or worse. When you have decided where it can usually be found, consider any adaptations it may have for its environment. Thick fur protects against the cold and the right colouring helps it hide from predators or rivals. Desert creatures might be lighter, to be able to skip across the sand, or have large flat paws for a better grip.

How does it interact?

A lot of the behaviour of a monster comes from its food supply and how easy it is to find. More animalistic creatures will be aggressive and hunt, then become very protective of its catch. However, if food is readily in supply, it may be fairly docile and lazy. Monsters do not really communicate in the same way we do. Its mind is so bestial that even the TARDIS cannot translate the roars of a tiger or the mews of a cat. You might want to think about how much it understands - a dog can quickly learn and comprehend things, a cat may be just as bright but not very interested, whereas an ape is the only animal to comprehend its own reflection.

On top of food, you should think about how it breeds. Does the creature rear young that it must teach how to survive and protect while they grow? You can be shocked to discover the monster that took out most of your UNIT troops was actually only the baby. How protective is the creature of its young and how does it recognise them? If its young all grow bright yellow fur until they are older, it might not see someone wearing bright yellow as a threat.



ALIENS

How much of the animal is still there?

All aliens evolved from something; in the same way humans are descended from primates. So you might want to ask yourself all the same questions that you would for a monster. For instance, the Catkind won't chase rats as soon as they see them but they are still carnivorous. Slitheen still like to hunt and the Racnoss are born hungry. No matter how developed an alien race may have become, there is often still a primitive part buried deep down. Even genetically engineered species still have that natural instinct in their DNA.

How technologically advanced are they?

Given that most species lose their natural hunting abilities so they can operate tools and create technology, much of the threat of an alien race is dependant on its technological advancements. You should consider if your species has a speciality. Does it focus on weapons of war or space travel? Maybe it has spent decades developing new technology for its music or arts. If it is good at

something, maybe it is bad at something else. A species might be very advanced at one thing but so primitive at everything else it is exploited by other species. The technology will depend on what the species find important. So a race blighted by plague may have advanced medical technology and limited weaponry.

How emotionally advanced are they?

Just because a species has advanced technology, it may not be truly advanced in an emotional and enlightened sense. Daleks are vastly powerful but emotionally stunted. Often, simple primitives understand the way the universe flows and is put together. In general, warlike cultures are not so emotionally advanced but it need not always be the case. While it doesn't count for a lot, the Krillitane were looking to improve, rather than just conquer.

What really makes them alien?

What makes the alien different, rather than just a humanoid with weird features? Find something strange to add to the creature's outlook or customs that will give them an otherworldly feel. They might only consider it polite to enter a room after someone else, the colour blue might be offensive to them, or singing may be the only acceptable way to converse. Find something small and a little strange, and work it into the alien. Don't go overboard though, unless you want encounters with it to be extremely odd and socially difficult.

CONSTRUCTS

What are they built from?

While a construct is always artificial, it can be made of pretty much any material you can animate. The obvious materials are metal and plastic but leather, clockwork and even flesh and bone can all be used to build new creatures. The sort of materials used will determine how solid and tough the construct is, and also how many there might be. If you build your robots out of gold, for instance, you probably won't make too many of them.



How are they powered?

You also need to consider where the construct gets its power. After all, the easiest way to stop it will be to shut it down in some way by removing its ability to recharge. Most robots run on batteries that need to be recharged. However, clockwork and solar power can keep a construct going for a long time, too. It is also possible they might get energy from other, more abstract sources. Daleks are able to draw on the Chronon radiation from time travel and some constructs might need to eat in the same way as a 'living' creature.

What do they do?

Constructs can be given very explicit or very general orders. The question is: can they think for themselves? Do they blindly follow orders, or can they adapt to a situation and think of a solution? This defines how they will act as circumstances change. If they have no real personality, they could react strictly to a set of instructions. If so, a clever opponent can defeat them by knowing the right questions to ask, or the right behaviour to adopt. However, don't be afraid to put in a few surprises. If the players discover that the 'Sillfrasic Death Guardians' won't attack anyone wearing a Sillfrasic medical badge, they can easily pass the robots by. That is, until they reach the 'red zone', where the Death Guardians are programmed to attack anything at all!



Is anyone in charge?

While many constructs are built to operate independently, few are left completely alone. Consider who might be controlling or supervising their actions. If they are being operated, how much control does the supervisor have? Might the constructs rebel in some way, in the right circumstances? Can the supervisor repair the constructs and are they, in turn, working for someone else?

If you have found answers for all those questions, you are well on the way to creating your alien. However, not every creature will fit neatly into the compartments we've offered here. For instance, the Ood are an alien race but behaved like constructs when possessed by the Beast. Cybermen might be considered constructs but are technically an alien race. The Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe is a thinking, reasoning being but looks like a monster. A Dalek is an alien race that lives inside a construct and thinks in much the same way. The questions here only give you the right starting point; it is up to your imagination to build a truly interesting and diverse collection of creatures and aliens.

ALIEN CREATION

Now you've had a chance to consider the background of the alien you're creating, you should consider how it is being used in the adventure. If they are adversaries (quite a common occurrence in the Doctor's adventures), where will they be encountered? Are they simply a minor encounter, a setback, or minions of the major villain? In that case, they shouldn't be too powerful. Try creating the aliens using a similar number of points to a player character. If the Doctor and his companions will be encountering many of them, this should be a fairly even match.

The players should be able to face the encounter with few problems, depending upon how many of them there are. For example, a single Cyberman is a tough opponent, far stronger than a normal person. However, they're slow and too logical, giving the players a bit of an edge against it. Increase the number and you've got a chase on your hands!

If the alien is more than just a minion, if they're the major villain that will be faced at the end of the adventure, during the "Climax and Resolution" phase, then the number of points used to create the alien can be far higher. Look at some of the major villains in this book as a guide for what is possible. Of course, as the alien isn't going to be played as a player character, the Gamemaster shouldn't feel bound by a certain number of points. If it suits the type of alien character and suits the story, you should add any Trait, Good or Bad, to create the best encounter for your adventure.

ALIEN TRAITS

Below is a list of alien Traits that the alien can have to set them apart from mere humans. Just as other Traits that can be purchased, they come in Minor, Major and Special Good and Bad Traits.

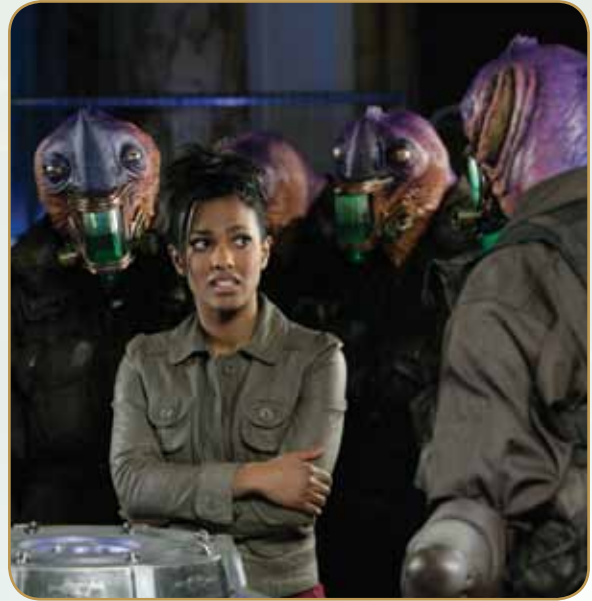
Of course, the list of Alien Traits presented below is just a sample of what can be done, though most of the aliens the Doctor has encountered to date can be built using these Traits. If you wish to design your own Trait, you should feel free.

To get started and create your alien, you simply need to purchase the Alien Trait. Then you can pick any of the alien Traits presented here, as well as those available to human characters.

Alien (Special Good Trait)

Aliens come in all shapes and sizes but in the majority of cases they are basically humanoid in shape, with certain abilities and features that set them apart. By purchasing the Alien Trait, a whole universe of possibilities is open to the character.

Effect: The Alien Trait is a 'Gateway', opening a selection of additional Traits that are normally unavailable to mere humans. It is a Good Trait and costs just 2 Character Points to purchase but you should get the Gamemaster's approval before you select it. The Alien Trait means that you are from another planet - simple as that. Initially, you are of human appearance and look pretty much the same as someone from Earth.



The Trait opens up the opportunity to purchase other specifically Alien Traits and allows you to have Attributes above level 6. If an Attribute is purchased above level 6, it costs 2 Character Points at character creation for every level above 6. As a downside, if you're discovered as being an Alien, you may suffer severe consequences (such as being captured by the government and experimented upon). Additionally, some of the Alien-only Traits that are now open to you may mean that your character will have to adopt an increasingly alien appearance.

Additional Limbs (Alien Minor Good Trait)

Many hands make light work, or so they say. Taking this Trait means that the alien has an additional pair of limbs. This can mean arms or legs or an odd alien limb or tentacle that functions as both. Of course, taking an additional pair of limbs means that the character is alien in appearance and will automatically get the Alien Appearance Bad Trait (Minor). The Additional Limbs Trait can be taken a second time, giving the alien a cumulative bonus but their Alien Appearance Trait becomes Major.

Effect: Additional Limbs is a Minor Good Alien Trait and costs just 1 point for every additional pair of limbs. If the alien has additional legs, their effective Speed (when calculating chases and alike) is increased by +2. If the limbs are arms, the first additional action in any Round



receives no penalty (as they can effectively do two things at once). This Trait can be taken twice to create an eight-limbed alien, though they will be obviously more alien. Additional limbs can be had on top of this but they receive no bonus and cost no extra - there comes a point when you have so many legs or arms that it just becomes confusing and you can end up tripping over your own feet.

Alien Appearance (Minor or Major Bad Alien Trait)

While many aliens can pass for human under some circumstances (or low lighting), you have an obviously alien appearance. It could be that you're basically human but green, have a large head to accommodate your massive brainpower, or have pointy ears and look like a cat!

Effect: Alien Appearance is a Bad Trait that can be either 1 Points or 2 Points. The more severe the Alien Appearance Trait, the more 'alien' the character looks. As a Minor Bad Trait, Alien Appearance means the character is basically humanoid but with a distinctive alien feature. In most cases, when they encounter people who are okay with aliens, there will be no adverse reactions. However, when meeting the inhabitants of lower-level planets, who may not have met aliens before, social rolls will all suffer a -2 penalty (that is if they don't just run away!). As a Major Bad Trait, the 'alien-ness' of the character is more extreme. They may have tentacles instead of limbs, or a face like a squid - they could look like anything! Again, on advanced planets that are used to aliens this isn't a problem but if they meet less experienced peoples they will suffer a -4 penalty on social rolls (possibly even become the target of scared locals who assume the alien is hostile!).

Alien Organs (Alien Good Minor/Special Trait)

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

Effect: The Alien Organs Trait can be a Minor or Special Trait. As a Minor Trait, the alien's organs are in a different location than would be



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

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

Alien Senses (Alien Minor Good Trait)

Most of the time, particularly acute senses are shown by a really high Awareness attribute. However, some aliens have senses that go above and beyond what is considered normal. It could be that they can see infrared or ultra-violet ends of the spectrum, or they could see the eddies and flows of time, see paradoxes, or smell their prey

from a dozen rooms away. The cost of this Trait could easily be offset by the Alien Appearance Trait. For example, saying that the character can see phenomenally well, but has big alien eyes like General Kudlak.

Effect: Alien Senses is a Minor Good Alien Trait which costs 1 point. At character creation, the sense that is particularly good should be specified (whether this is sight, hearing, smell, etc.) and the particulars of the extraordinary perception (what is so special about it and what is sensed). When the alien uses the sense, it gains a +4 bonus to Awareness rolls but only when using that sense. If the Gamemaster thinks the sense will aid another Awareness roll (such as avoiding being surprised), or if the environment affects the sense, this bonus may be reduced. For example, an alien that can see into the infrared range of the spectrum can see the heat given off by people. He gains a +4 bonus to his rolls when he spots the approaching Judoon in the dark but once the shooting starts, and things start exploding, everything will be hot and the bonus from his alien sense will be lost.

Armour (Alien Special Good Trait)

Armour as an Alien Trait means that the alien has 'natural' armour that protects it. Natural armour is that which cannot be removed and is natural to their form. For example, a Sontaran has very heavy battle armour but that is a suit that is worn and can be removed (not that we've ever seen Sontarans sunning themselves on the beach). Cybermen and Daleks are literally built into their armoured casings and the armour cannot be removed. If armour can be removed (although Dalekanium plates can be removed from a Dalek, it's a very lengthy process and doesn't happen very often) then it is a piece of equipment, rather than a Trait. If it's a permanent feature (whether this is a cybernetic suit, or just very tough, leathery skin) it is an Alien Trait.

Effect: Armour as an Alien Trait can be purchased at various levels. As a Minor Trait, costing 1 point, the alien has a tough hide that is able to reduce injury by 5 levels. If the alien is hit by a weapon and receives 6 levels worth of damage to reduce its Attributes, this 6 is reduced by the 5 of the Armour to a single point.



This makes the alien quite a tough cookie! As a Major Trait, the alien's armour is increased to 10. In most cases, this armour will be thick plating, such as metal or scales. At this level, the Armour Trait costs 2 points but the alien's Coordination decreases by 1 (to a minimum of 1). The highest level is as a Special Trait, costing 3 or more. Every additional point spent, increases the armour by +5 (and reduces their Coordination by an additional -1 to a minimum of 1). This means you can create huge and heavily armoured creatures but they don't move particularly fast or accurately.

Aura (Alien Good Minor Trait)

With the Aura Trait, the alien gives off a strange feeling that affects those near to it. Unlike the Fear Factor Trait, the feeling is not always that of danger. The aura could be a feeling of peace and calm, used as a defence, or perhaps to lull their prey into a false sense of security before the alien attacks.

Effect: The Aura Trait is a Minor Good Trait that effects the feelings of people in the near vicinity. The actual effects should be defined at creation of the alien. Multiple effects can be employed but the Trait will have to be purchased multiple times, one for each effect. The alien can choose whether or not to engage the Aura. When active, the Aura reaches to everyone within normal senses range (sight, smell or hearing). Anyone who could be affected will have to make a resisted Resolve and Strength roll (against the



Resolve and Strength of the alien producing the aura, though the alien gains a +2 bonus on this roll). If the target fails the roll, they immediately feel the effects of the aura, becoming calm, frightened, sleepy, hungry, in awe or in love, or whatever emotion the alien's aura produces. They will not be able to resist again until they leave the area of effect (where the effect usually wears off instantly) or unless they spend a Story Point.

Burrowing (Minor Alien Good Trait)

A rare ability in sentient species, this Trait allows the creature to tunnel or burrow at speed through soft ground, usually dirt, mud or sand. The alien will require an alternate means of breathing (see Environmental Trait overleaf) to avoid suffocating while tunnelling but this Trait allows the creature to move at half of their normal Speed underground. They will have to avoid obstacles such as concrete or hard ground and most creatures like this will have some sort of Alien Sense (see page 99) to allow them to sense their direction of travel or prey.

Effect: Burrowing allows the alien to travel at half of their normal Speed underground through soft ground. The Gamemaster should use their discretion to decide if the alien can travel through a given terrain, modifying the Speed as they see fit.

Climbing (Minor/Major Alien Good Trait)

The Climbing Trait means that the alien is exceptionally good at climbing. As a Minor Trait, they can climb walls particularly well and as a Major Trait they are equally adept at clinging to the ceiling!

Effect: As a Minor Good Trait, costing 1 point, Climbing means that the character can climb up sheer and difficult surfaces. While they cannot climb surfaces without any grip, such as glass, they can certainly find it easy to climb walls. They receive a +4 bonus to Coordination and Athletics rolls when climbing. As a Major Trait, costing 2 points, they receive the same +4 bonus but are able to climb smooth surfaces such as glass or metal, as well as clinging to the ceiling like a spider.

Enslaved (Major Alien Bad Trait)

In a universe of war and hostilities, there are always those races that are unable to defend themselves and suffer under the dominion of others. The most recognised of these enslaved races were the Ood, who were under the control of big business rather than a dominating army. The Enslaved Trait can mean that the alien is part of an enslaved race, such as the Ood, or even just a race that has been genetically created to serve others, such as the Pig Slaves that served the Cult of Skaro in Manhattan.

Effect: Enslaved is a Major Bad Trait, worth 2 points, meaning that the alien character is part of a recognisably enslaved race. They might be currently under the control of a dominant race, or their race may have been freed but still suffers the social stigma of their past. On top of being under the control of others, the alien will get a -2 penalty on all social rolls (usually involving their Presence or Resolve) when trying to voice their opinion, because of their enforced subservient nature. It may be that they will be freed, or have been freed, but it will take a lot to shake this nature. It doesn't mean it is impossible, there have been many occasions of vocal slaves leading a revolution, but they will have to overcome their subservience to air their grievances.



Environmental (Minor/Major Good Alien Trait)

Environmental is a catch-all Trait that means the alien can exist in strange or harsh environments. It could be that they are aquatic and can exist just as well underwater. They may be able to survive in the vacuum of space, or endure the harsh heat of a volcanic world, or the extreme cold of Volag-Noc.

Effect: As a Minor Good Trait, Environmental means that the alien suffers no ill effects from one particular harsh condition. If it's something like being able to survive underwater, their ability should be explained. Do they have gills, or can they store oxygen in some way? If they can survive in the vacuum of space, this will require a little more rationalisation. As a Major Good Trait, the alien suffers no effects from any environment - for example, a Dalek can fly through space, or drive along the bottom of the Thames.

Fast (Minor/Major Good Trait)

Some aliens are very fast and move with a quickness that is seldom seen in humans. It could be that they're born predators, fast like an Earth cheetah, or they have some unearthly ability to move so fast that they are no more than a blur to the naked eye.

Effect: Fast is a Good Trait that means the alien can travel unnaturally fast. As a Minor Good Trait, the alien's effective Speed is increased by 1.5 times (round up), so a creature with a Coordination of 2 has an effective Speed of $2 \times 1.5 = 3$. As a Major Good Trait, their Speed is doubled, so a creature with Coordination of 4 has an effective Speed of 8. This Trait only works if the alien is moving outside of a vehicle.

Fear Factor* (Alien Minor Good Trait)

The Fear Factor Trait is designed for monsters and those truly scary individuals who can send people running in terror. They don't have to be ugly or monstrous - people cowered at the Master's feet, in fear of their lives - but sometimes it is just looking at the alien with the rows of teeth that fills them with fear.

Effect: Fear Factor is a Special Alien Trait and is only suitable for villains. It costs 1 point but can be purchased multiple times. Each purchase of the Fear Factor Trait adds +2 to any roll when **actively** trying to strike fear into people's hearts. See 'Getting Scared' on p.51 of the **Gamemaster's Guide**.

Flight (Minor/Major Good Alien Trait)

Flight is quite a common feature of aliens, from Daleks hovering over a city to the flapping of leathery wings heard when the Krillitane are about to feed. Flight as a Trait means that the alien can fly. It can mean wings, jetpacks, anti-gravity devices or rotors but one way or another they can leave the ground for extended periods.

Effect: Flight as a Minor Good Trait, costing 1 point, means that the alien can take off, hover and travel slowly at a limited height. In most cases, this is just hovering, like a Dalek climbing the stairs. Their Speed is half of their Coordination (round down, minimum of 1) and they can usually only ascend to a height of around 100 metres. As a Major Good Trait, they can really take to the skies. Above 100 metres, their effective Speed is three times their Coordination. They can fly as high as they like (though the Gamemaster may want to take other factors into account such as air, temperature and other environmental effects). If they're travelling below 100 metres, they will probably travel slower to avoid obstacles and the Gamemaster may impose a limit (or make the alien's player roll additional Awareness and Coordination checks to see if they can react in time to any dangers).



Frenzy (Minor Bad Trait)

Sometimes, a creature becomes so incensed with rage or bloodlust that they cannot think or act beyond attacking blindly. Creatures that go into these frenzies are incredibly dangerous and able to continue when other creatures would collapse from their wounds.

Effect: Frenzy is a Minor Bad Trait that means the alien is susceptible to a maddening rage that takes control of their actions. When they are injured, they must make a Resolve and Strength roll with a Difficulty of 12 plus the amount of damage taken. For example, if the creature takes 6 levels of damage, the Difficulty to resist going into Frenzy is $12+6=18$. The more injured it gets, the harder it is to resist the Frenzy. If the alien fails the roll, they enter into the Frenzy and will not stop until they kill the source of their injury (even if this is an inanimate object!). If their target is removed from sight, the creature might begin to calm down after a few minutes but otherwise the bloodlust will be too strong. So strong, in fact, they will ignore all injuries - rolls will be made at the creatures full Attributes - unless the creature sustains enough damage to kill it.

When the target has been eliminated, or removed from harm, the creature will rest and recover from the frenzy and any negative effects from injury will be applied.

Gadget (Minor/Major/Special Alien Good Trait)

Not exclusively an Alien Trait but aliens can have some form of cybernetic or mechanical enhancement built into their bodies and take Gadget Traits. Bannakaffalatta had an EMP device, Daleks have force fields as well as the ability to "Emergency Temporal Shift!" Gadgets are purchased just as for a normal character but how and where the gadget is 'plugged in', and if it can be removed, should be defined.

Effect: See Gadgets and Jiggery-Pokery on p.67 of **Chapter Three: The Long Game** of the **Gamemaster's Guide**.



Immaterial (Special Alien Bad Trait)

Some alien creatures have shed their physical bodies to become something radically different. Whether they were forced out of their bodies by the events of the Time War like the Gelth, or transformed into plasmic energy like the Wire, in their current state they are no longer physical beings. They may be immaterial, ghosts almost, but they still exist in our reality. Some immaterial beings have the ability to manipulate objects with telekinesis, willing the item to move as if they were able to physically manipulate it, whereas others are unable to and spend their existence struggling to regain some form of normal life.

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

Immortal (Major/Special Alien Good Trait)

There are two types of Immortal beings in existence. The first never gets old; never ages and will never die of old age. They simply continue on. While it's rare for them to die from a disease, they still can and can certainly be killed through violence or an accident. Immortal at this level is a Major Good Alien Trait costing 2 points and while it doesn't really affect the actual game (as they can still be killed through

violence) they could have already lived for a long time. The Gamemaster may allow them to recall something from their past, if it suits the story, or something from their history could resurface, provoking a whole new adventure.

The second type of Immortal cannot be killed through violence, accident or disease. This version is a Special Good Trait. They may appear to get a little older but their longevity is so epic that their aging is hardly noticeable. They can be shot, electrocuted, drowned and fried but they just don't die. They may fall down and look dead but it isn't long before they're up and active again.

You must have purchased the Alien Trait before selecting Immortal, though in rare circumstances (such as Captain Jack Harkness) Immortality may be granted to humans, at the Gamemaster's discretion.

Effect: Immortal is either a Major Trait, meaning the character never ages and will not die of natural causes, or a Special Trait, that means the character cannot be killed. Both may be unbalancing to the game and should be discussed with the Gamemaster before a player character takes the Trait. Immortal as a Special Trait costs 5 Character Points, as well as reducing the character's maximum Story Points by 4. If killed during the course of an adventure, the character looks dead and can't be revived. Without the Fast Healing Trait, the character will heal at a normal rate (this is usually 1 level of Attribute per day of rest). When they have healed all of the damage they have taken and returned to their full health, they will wake and be fine. If the damage is really severe, the Gamemaster may keep track of how far into the 'negative' the character's Attributes go and they will have to heal all of these before they can recover. Any extreme damage, such as loss of limb, may lead to further Bad Traits without the 'Fast Healing' Trait.

Immunity (Major Good Alien Trait)

Many aliens are immune to one form of harm or another. Brigadier Lethbridge-Stewart once commented how nice it would be to face an alien enemy that **wasn't**



immune to bullets! However, being immune to the effects of certain weapons is not as common as he believed and often the cost of this Trait is countered by taking the Weakness Trait. For example, the Werewolf is immune to bullets - it is shot many times - but is vulnerable to mistletoe.

Effect: Immunity is a Major Good Alien Trait, costing 2 points. When taking this Trait, the specific thing that the alien is immune to must be clearly defined, whether this is something as simple as bullets, acid, mind control or poison. If the immunity is particularly powerful, such as bullets, the Gamemaster may balance this immunity with a weakness, especially in major villains or player characters.

Infection (Major Good Alien Trait)

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

Effect: Infection can work in a couple of ways, both are Major Good Alien Traits. As a transmittable disease, the target needs to be scratched, bitten or take some form of physical damage. If the damage penetrates any armour worn, or if the victim failed with a Bad or Disastrous result, they become infected. At regular intervals (usually every hour or day) they will have to make a Resolve and Strength roll, against the Resolve and Strength of the alien.



Failing this will mean the infection has spread. The Gamemaster should decide how many failures mean the target has become alien (one fail spreads to a whole arm, two fails to the chest, etc.). It should give the characters time to find an antidote!

The other way it can work is by making the target susceptible to possession, making them host to the alien, and the infection is actually the alien moving from one host to another. Again, this is usually from sustaining an injury. Once infected (as above), the target will have to make similar rolls, though instead of resisting the infection spreading, this is to resist becoming possessed (see "Being Possessed" on p52 of **The Gamemaster's Guide**).

Invisible (Special Alien Good Trait)

The ability to be unseen is possibly one of the best weapons and defence on the battlefield. It is an ability seldom seen (pardon the pun) naturally occurring in aliens but a mild version of this Trait can be accomplished with shifting pigments in the skin, allowing chameleon-like blending into their surroundings.

Full invisibility is more commonly found in advanced technology, such as the optical camouflage developed by the Sontarans, or in ghostly, intangible creatures that barely exist in this reality.

Effect: Invisibility is a Special Trait that comes in various levels. If the ability is natural, and the alien can blend into the background to be unseen, then this is a Major Good Trait that costs 2 points. If the alien remains immobile, any attempt to spot it suffers a -4 penalty. Full optic camouflage is usually a Trait that would be part of a Gadget and costs 4 points. This provides the same -4 penalty to be spotted but the alien can move around without losing this advantage. While it is usually a Gadget Trait, it can be a natural ability if the Gamemaster can rationalise it. If this invisibility cannot be turned on or off, as in the case of the alien being ethereal or immaterial, the same -4 penalty is actually a Bad Trait, providing 2 points.

All of these levels of invisibility can be purchased or taken multiple times to provide better invisibility with the penalty being

SIZE

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

If the creature is larger, they should purchase the Huge Good Alien Trait and if tiny it should take the Small Bad Alien Trait. There are advantages and disadvantages to both but in a combat situation, the benefits of being huge usually outweigh those of being tiny. Taking either of these Traits will mean the alien automatically has to take the Alien Appearance Trait (see p.99).

Huge (Minor/Major Good Alien Trait)

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

Tiny (Minor/Major Bad Alien Trait)

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

Size	Modifier to Effective		Modifier	
	Strength	Speed	To be hit	To be Seen
Tiny (Major)	-4	-2	-4	-8
Tiny (Minor)	-2	-1	-2	-4
Human	0	0	0	0
Huge (Minor)	+2	+1	+2	+4
Huge (Major)	+4	+2	+4	+8

As always, if the Gamemaster thinks this rule slows the game down or makes things too complicated, it can be ignored.

cumulative. For example, if the alien has almost perfect invisibility through optic camouflage, they could take the Trait twice, providing a -8 penalty to anyone trying to spot them.

Natural Weapons (Minor/Major Alien Good Trait)

The alien has weaponry that is part of their form. This could be something straightforward, like toxic breath, a poisonous bite or sharp claws, or more complex, such as built-in guns or being able to fire sharp spines. As long as it is not something that is usually dropped or carried (like a gun or bow) and is part of the alien (like a Dalek's gun or a Cyberman's particle cannon or electric grip) then it is technically a 'natural' weapon.

Effect: Natural Weapons is a Minor or Major Alien Good Trait that can be purchased multiple times if the creature is particularly dangerous. As a Minor Trait, the weapon is only for close combat. These are usually teeth, claws, spines, electrical shock or something similar. A weapon like this increases the damage of the usual physical attack by +2, so the alien's damage is equal to their Strength +2. This increase is just like a normal close combat weapon, as the Trait adds blades or 'dangerous' damage to their physical attack.

As a Major Trait, the weapon shoots something (like a poisonous spine, fingernail, flaming breath, or built-in gun). A ranged Natural Weapon deals a damage of 5 (2/5/7) and can reach a greater distance than a simple swipe of a claw. This Trait can be purchased multiple times to reflect various forms of defence that the creature has, **or** it can work on a single weapon and increase the damage cumulatively (damage of 5 per Trait purchased). For example, a female Slitheen would have claws, toxic breath and poisonous dart. The Gamemaster decides that the toxic breath works at close range, so it is a Minor Trait. So, the Slitheen has 2 Minor Natural Weapons Traits (claws and breath), and 1 Major (darts). A Dalek has only one weapon (the exterminator "death ray"). It's a long-range weapon that usually kills with one shot, so the Exterminator is worth 2 Major Natural Weapons Traits, if not more.

Networked (Minor/Major Alien Good Trait)

The Networked Trait means that the alien is connected in some way to others of their kind. Whether this is an inbuilt gadget that connects them to others, a telepathic field or a 'hive mind', it means that if one is in trouble or injured, it can call for aid. Whether others are in close proximity to help is another matter...

Effect: Networked is a Minor or Major Good Trait. As a Minor Trait, the aliens simply sense each other and know when one is in trouble. They can act together fairly simply, like the Gas-mask Zombies created by the Chula nanogenes - when one wakes up, all of them do. They don't really 'talk' to each other but they know where to congregate as a group. As a Major Trait, they have the equivalent of the Telepathy Trait connecting them to each other, or even to a hive mind. Cybermen are more like this - they have the ability to send communications to other units. Most of the time, the range of this communication is limited. Gamemasters may wish to use the Telepathy Trait as a guide.

Possess (Special Alien Good Trait)

This is, technically, the highest possible level of the Hypnosis Trait (see p.12 of the **Gamemaster's Guide**). Possess allows the alien to take over another person and control their actions. The living sun in the Torajii system could take over the crew of the SS Pentallian, and Cassandra took over the bodies of both Rose and the Doctor on New Earth. While in the host body, the alien can make it do or say almost anything (except make the host kill themselves, the survival instinct is too strong for that). Possessing someone is exhausting and if the alien has left its body behind somewhere, it will need protecting (and may die of starvation if they are out of their body too long).

Effect: Just as the Hypnosis Trait, the target will have the opportunity to resist becoming possessed (with a Resolve and Strength roll, or Ingenuity in some cases). The possessing alien receives a +4 bonus on their first roll to possess someone. If they fail this, every attempt that follows loses the bonus. As a good guide, the possessing alien can inhabit the body for as many hours as they have Resolve, though very powerful foes (such as the Family of Blood)



could inhabit a body indefinitely. If they force the host to do something very against their nature (such as attack one of their friends) they will have a chance to resist (and on a Fantastic result, the possessing entity may be rejected from the host completely!). For additional information, see 'Being Possessed' on p.52 of the **Gamemaster's Guide**.

Replication (Alien Good Major Trait)

Unlike the Infection Trait, Replication means that the alien can multiply itself by various means without the need of transmitting its alien-ness to another life form. It could be that they 'bud' and create a youthful clone of themselves organically without natural reproduction, or it could be that any limbs lost or removed will grow into a duplicate version of themselves.

Effect: As a Major Good Trait, the alien can replicate itself outside the normal expected means of reproduction. This can mean spawning a childlike offspring or creating a duplicate of the original. The alien will have to make a Resolve and Strength roll, Difficulty 15. A result of Success or higher means that the replication is successful and another version of the alien has been 'born'. It will be confused and disorientated for a few minutes. A childlike offspring will grow at a normal rate unless artificially accelerated and will learn as it goes. A duplicate will be 'born' with the same Attributes and Skills of the original. If a player character takes this Trait, the duplicate will not be 'playable' by the same player, unless the original is incapacitated or killed. Gamemasters should be aware of the way this Trait can produce an army of clones or duplicates that could threaten to take over the world or otherwise quickly unbalance a game.

Shapeshift (Minor/Major/Special Alien Good Trait)

Some aliens have the ability to look like something else. This is especially useful if you're a 2 1/2 metre tall green alien with claws, or if you wish to try to mimic someone to gain information. The actual methods of 'shapeshifting' can be as complex as genetic manipulation, or a racial ability, to something as basic (and barbaric) as wearing a suit of human skin.

Effect: As a Minor Good Trait, this means that the alien can disguise itself as a fairly convincing



member of another race (usually human). The Slitheen's skin-suit and compression technology is a good example of this, as is the Nestene's tactic of replicating humans. In both of these cases, the disguise was not perfect. You could see the Slitheen's zips if you got close enough and the gas exchange was all wrong, at least in early versions. The Auton Mickey was very plastic and glitchy. As a Major Good Trait, the alien can physically shapeshift, like the Werewolf, the Krillitane or the Carrionite witches, into a perfect human (or other specified race). If the alien is able to shapeshift into multiple forms and replicate actual people, then the Trait is a Special Good Trait that costs 4 points.

Slow (Minor/Major Bad Trait)

A lot of the Doctor's adversaries are incredibly dangerous but thankfully many of them move slowly. Cybermen are walking tanks able to withstand gunfire and damage but the Doctor is quick to avoid them as they lumber from one place to the next with a slow marching stomp.

Effect: Slow is a Minor or Major Bad Trait that means the alien is slower than your average character. As a Minor Bad Trait, the alien's effective Speed is halved (round down), so a Coordination of 4 means that the alien has a Speed of 2 in a chase. The alien's Speed has a minimum of 1, though particularly slow creatures can sometimes have Speeds that are slower (down to 0.5, etc) but this requires additional calculations on behalf of the Gamemaster and may be ignored. As a Major Bad Trait, the alien's Speed is effectively zero. The alien does not move or, if it does, it moves so slowly that it is regarded as stationary in a chase situation.

Special (Special Good Alien Trait)

Sometimes, aliens can do something remarkable and odd. Something that none of the other powers and abilities listed here covers. It could be the Dalek's ability to "Emergency Temporal Shift", or the Krillitane's ability to steal the Traits and features of the races they conquer. This Trait allows the Gamemaster to go wild and create the odd and special powers that can sometimes define the race.

Effect: This is a Special Trait that costs 3 points or more. The more powerful the ability, the more the Trait costs. Using other powers as a guide, the Gamemaster can create any power they feel necessary to make a cool alien. This can be around 3-4 points for the Krillitane's ability or the Dalek's temporal shift, to 7-8 points for being able to move faster than you can imagine (when you're not looking) and being able to send your victims back in time. Specific Traits for these powers can be created, or the Gamemaster can simply use the Special Trait to cover these.

Teleport (Major Good Trait)

It is rare for a creature to be able to teleport, to literally disappear from one location and appear in another. However, some aliens have developed the technology to do it. Some, particularly scarce, creatures can do it without the means of gadgets or gizmos. If, like the Slitheen, they can teleport with a device, then it's simply a gadget. If they can teleport without a device, appearing wherever is necessary, like the Reapers who appear where a paradox is evident, then this is an Alien Trait.

Effect: Teleport is a Major Good Trait, costing 2 points. The alien will have to make an Awareness and Resolve roll to teleport and can only 'jump' to places they are familiar with. Most aliens that appear in unfamiliar places have some sort of psychic ability to see the location before teleport in. Failure means the alien doesn't move. Frequently, aliens that teleport find themselves weakened and disorientated for a few minutes until they can recover and get their bearings.

Vortex (Special Good Trait / Alien Trait)

Vortex doesn't mean that your character **has** access to a TARDIS or other time travelling ship or device but it does mean that they have some knowledge of actually using one. Travelling the Vortex is very difficult and TARDISes are usually designed to be controlled by more than one person. To the casual observer this operation can look like a random sequence of twirling knobs, dials, switches and even hitting it with a rubber hammer. Vortex Manipulators are unreliable and time travelling ships can be dangerous. This Trait means the character has some limited knowledge of how to pilot the TARDIS or other Vortex manipulating devices or ships. Vortex is a Special Trait, costing 1 point, and is not for beginning characters (unless they have a background of using a TARDIS or other Vortex Manipulators). Selecting Vortex as a Trait at character creation will have to be approved by the Gamemaster.

An additional 'level' of Vortex is available to Alien characters and costs 8 points. This high level of Vortex means the character can time travel without the need of a ship or device, literally stepping through time. This is an Alien Trait and is best reserved for villains or NPCs.

Effect: The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled, that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait.

The Alien level of this Trait, that allows time travel without a device, requires an Ingenuity and Resolve Roll to use and the expenditure of two Story Points. The most successful the roll, the more accurate the 'jump' through time.



PLAYING ALIENS: ALIEN CHARACTER GENERATION PACKAGES

The universe is very large and full of aliens of all shapes and sizes. Some players will want to play an alien and it can be great fun for groups to explore the interaction between species outside of Time Lords, Humans and Near Humans.

A short campaign focused around a Sontaran Strike Team might be fun, for instance. Or maybe the Characters are a Draconian, an Ice Warrior and a crazed human bearing a Chainsword and blaster, all dedicated to destroying Daleks. Maybe you're more into the investigative type of game where a curious but cowardly Archivist travels from planet-to-planet investigating long dead civilisations with a Judoon, a Malmöoth and a Raxacoricofallapatorian to protect them from the dangers of the universe.

Using the steps below, you can distill any alien race described in any **Doctor Who: Adventures in Time and Space** supplement into a 'Creature Package', a sort of 'Super Trait' that can be taken at character creation to create a player character from that race. The steps are fairly easy and there are some ready-made packages below.

1. Determine Attribute Modifiers
2. Determine Traits
3. Determine Cost

ATTRIBUTE MODIFIERS

For the purposes of the game, a '3' in any Attribute is considered to be the average human baseline for characters. To find the Attribute modifiers for an alien race, simply subtract 3 from the appropriate Attribute to see how much stronger or weaker the average specimen is when compared to humans.

For example, a Judoon has a Strength of 8. Subtract 3 from this and we find that Judoon player characters start with a Strength Bonus of +5. A Malmöoth, on the other Hand, has a

Strength of 2. Subtract 3 from this and we find that the Malmöoth character starts out with a Strength of -1!

This also changes the normal minimums and maximums for Attributes. A normal human, for instance, cannot start off weaker than a 1 or stronger than a 5 in any Attribute. A Judoon, however, with a +5 modifier to Strength, cannot start out weaker than a 6 and may have a maximum Strength of 10!

Regardless of how low a Race's Attributes go, no player character can start with an Attribute of 0 or less - they must buy up difference before they can raise the Attribute.

Continuing the example, a Malmöoth player character has a Strength of -1. This means that it will cost them 2 points to gain their basic strength of 1, 3 points to get a Strength of 2 and 5 points to gain their maximum Strength of 4.

TRAITS

This part is simple. If a Trait represents a natural ability or racial psychology, then add it to your player's character. If it represents some technological device or ability that can be easily removed or taken away, then don't take it unless the Gamemaster allows it.

For example, a Raxacoricofallapatorian gains the Alien, Alien Appearance, Alien Senses, Natural Weapons and Weakness to Acetic Acid Traits of the Slitheen entry (see p.74). The Shapeshift Trait, however, is provided by the Compression Field technology used by the family Slitheen in particular, so the Gamemaster may or may not allow the players to take that Trait depending on whether or not he wants the players stealing people's skin to wear.

COST

The cost reflects the number of Character Points it will cost for a player character to take the Race Package. For every point of Attribute bonus, add +1 to the cost of the Race Package. For every point of Attribute reduction, subtract 1 point. For Traits, add 1 point to the Package for every Minor Trait, 2 points for every Major Trait, or cost for the Special Trait as defined in the Trait's

description. If the Trait does not have a cost in its description, the Gamemaster may decide a suitable cost for the Trait, ranging from 1 to 8 or more! For Bad Traits, subtract the cost from the Package, instead.

For example, a Judoon has Awareness -1 (-1 point), Coordination -1 (-1 point), Presence +1 (+1 point), Resolve +2 (+2 points), Strength +5 (+5 points), Alien (+2 points), Alien Appearance (Major) (-2 points), Armour (+1 point), Code of Conduct (Law) (-1 point), Fear Factor (+2 points), Slow (-1 point), Special: Lung Capacity (+1 point). It costs 8 Character Points to be a Judoon...

ATTRIBUTES

When buying an Alien Package as a player character, purchase Attributes as you would normally but spend enough points to make them all 3 across the board. Then purchase your Alien Package, apply any modifiers to the Attributes, then spend any additional points you wish to customise the alien, or put them within playable parameters.

WHEN IS ALIEN TOO ALIEN?

While these rules allow you to translate just about any alien the Doctor has encountered into a playable character, even Daleks, the Gamemaster and the players should think twice about campaigns based around them.

While it might be interesting for the gaming group to play the Cult of Skaro, for instance, it can be mentally difficult (and not all that healthy) to put yourself into the mind of a xenophobic alien with racial purity issues and a genetic desire to kill. Combine that with the rather limited focus of Dalek intent and having to speak with a ring modulator for hours at a time and it is clear that a Dalek is probably better left as a non-player race.

Some other races are so powerful that a campaign based around them might be fun for a game or two but there will be little to challenge them for a full campaign. They are just too powerful for the typical game. Ultimately, it is up to the Gamemaster and the group to decide what aliens are and aren't suitable for play but it's best to avoid those who are too alien in mindset, too powerful in ability, too limited in personality or too evil in essence to make a good campaign.

All that being said, it might be interesting to have the players play a one-shot that features one of these races and then use the results of that game to set up a normal adventure using standard characters who are now trying to stop the plans set in motion by the alien characters in the previous adventure! This can provide a whole different point of view for the players and make for a nice break from the current campaign.



RACE PACKAGES

To save you a bit of work, here are some completed Race Packages. We've left out some of the more outlandishly powerful aliens, like the Daleks or the Beast but have included a handful of those found in the **Aliens and Creatures** guide. The numbers in brackets are the Character Point cost of that particular item.

HATH RACE PACKAGE

Cost: 5 points

Resolve +1 (+1)
Strength +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Empathic (+1)
Environmental (Minor: Aquatic) (+1)
Special: Respirator (+1)

CATKIND RACE PACKAGE

Cost: 4 points

Awareness +1 (+1)
Coordination +1 (+1)

Alien (+2)
Alien Appearance (Minor) (-1)
Natural Weapons (Minor: Claws) (+1)

HUMAN DALEK RACE PACKAGE

Cost: 6 points

Resolve +1 (+1)

Alien (+2)
Indomitable (+2)
Networked (Minor) (+1)

JUDOON RACE PACKAGE

Cost: 8 points

Awareness -1 (-1)
Coordination -1 (-1)
Presence +1 (+1)
Resolve +2 (+2)
Strength +5 (+5)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (+1)
Code of Conduct (Law) (-1)
Fear Factor (+2)
Slow (-1)
Special: Lung Capacity (+1)

FOREST OF CHEEM (TREES) RACE PACKAGE

Cost: 3 points

Awareness +1 (+1)
Resolve +1 (+1)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor) (+1)
Special: Liana (+1)
Special: Photosynthesis (+1)
Weakness (Major: Heat) (-2)

MALMOOTH RACE PACKAGE

Cost: 0 points

Presence -1 (-1)
Resolve -2 (-2)
Strength -1 (-1)

Alien (+2)
Alien Appearance (Major) (-2)
Armour (+1)
Charming (+1)
Special: Food Storage (+1)
Technically Adept (+1)

OOD RACE PACKAGE

Cost: -4 points (Natural Ood)

Awareness +1 (+1)
 Coordination -1 (-1)
 Ingenuity -1 (-1)
 Presence -1 (-1)
 Resolve -2 (-2)
 Strength +1 (+1)

Alien (+2)
 Alien Appearance (Major) (-2)
 Enslaved (-2)
 Psychic (+2)
 Telepathy (+1)
 Weakness (Major: Susceptible to Mind Control) (-2)

Cost: -2 points (Enslaved Ood)

(As above, only add the following Traits)

Gadget (Translator Orb) (+1)
 Natural Weapons (Translator Orb) (+1)

PLASMAVORE RACE PACKAGE

Cost: 0 points

Alien (+2)
 Dependency (Major: Blood) (-2)

SONTARAN RACE PACKAGE

Cost: 7 points

Coordination +1 (+1)
 Presence +1 (+1)
 Resolve +3 (+3)
 Strength +3 (+3)

Adversary (Minor: Rutan Host) (-1)
 Alien (+2)
 Alien Appearance (Major) (-2)
 Brave (+1)
 By the Book (-1)
 Tough (+1)
 Weakness (Minor: Probic Vent) (-1)

TRITOVORE RACE PACKAGE

Cost: 1 points

Awareness +1 (+1)
 Coordination -1 (-1)
 Presence -1 (-1)
 Strength +1 (+1)

Alien (+2)
 Alien Appearance (-2)
 Keen Senses (Sight) (+1)
 Technically Adept (+1)
 Unattractive (-1)

WEREWOLF RACE PACKAGE

Cost: 20 points

Awareness +2 (+2)
 Coordination +2 (+2)
 Presence +1 (+1)
 Strength +4 (+4)

Alien (+2)
 Alien Appearance (-2)
 Alien Senses (Hearing, Sight, Smell) (+3)
 Climbing (+1)
 Fear Factor (+3)
 Immune (Physical Damage) (+2)
 Infection (+2)
 Natural Weapons (Teeth, Claws) (+1)
 Phobia (Mistletoe) (-1)
 Shapeshift (+2)
 Weakness (Moonlight) (-2)





APPENDIX: NEW WORLDS

NEW WORLDS GENERATOR

In Chapter Three, we looked at how the Gamemaster can create entirely new alien races for their game. Some Gamemasters may like to look further than that, and investigate the alien's origins - where do they come from, what is their homeworld like?

What follows is a simple planet and star system generator. This can be particularly handy if the characters decide that they want to deviate from the planned adventure or if you like to shake things up with a bit of unpredictable TARDIS travel to a location that even the Gamemaster hadn't planned upon.

The Gamemaster should follow the steps below to create the setting, either by rolling randomly, or picking from the options if something stands out that sounds suitably cool for their adventure.

STAR SYSTEM GENERATION

The first thing we need to do is to figure out what type of star system the adventure takes place in. The type and number of stars can make a huge difference in the type of planets and intelligent species that might exist on them.

Steps:

- Determine System Type**
- Determine Stellar Type**
- Determine Number of Planets**
- Determine Sentient Species**

System Type

How many stars make up the system? You might be surprised to learn that binary systems, those with two stars, outnumber single star systems like our own and that even multiple star systems may have habitable zones that can harbour terrestrial worlds... Roll two dice and add them together, then consult the table below.

2-6	1 Star
7-10	1-3 Stars (roll a die, halve the result, rounding down)
11-12	(roll a die to determine how many)

Stellar Type

Roll once for each star in the system. Some stars might make it hard for life to exist in the system and might require some creative thought as to how it might exist through technology or some strange quirk of physics, like Krop Tor, which existed within the event horizon of a black hole... Again, roll two dice and add them together, then consult the table below.

2-4	Dead or Dying Star: This is the remains of a star that has reached the end of its lifespan without exploding into a supernova or imploding into a black hole, including all sorts of 'Dwarf Stars', Neutron Stars and various type of 'dying stars' such as Red Giants and the like. If sufficiently large, a dying star might be on the verge of going supernova.
5-10	Main Sequence: This is a star similar to our own, although it might be larger or smaller and a different luminosity or colour.
11-12	Exotic Star: Now we're talking about bizarre stellar objects, such as pulsars, Magnetars, X-Tonic Stars and black holes. Each one can provide weird effects that can be the focal point of an entire adventure on their own.



Number of Planets

Here we will generate the number of planets the system includes, along with the number of those planets that exist within the habitable zone of the system which allows liquid water and standard, Earth-type lifeforms.

Note that this doesn't mean that every habitable planet will be inhabited or that other life forms can't exist outside of this zone. Many strange beings of vastly different biological and chemical make-ups do exist in the universe. So feel free to locate alien civilisations wherever you like... Roll two dice and add them together, then consult the table below.

Roll	No. of Planets	Habitable Worlds
2-4	1-6 (roll 1 die)	0-2 (roll a die, halve the result then subtract 1)
5-9	2-12 (roll 2 dice)	1-3 (roll a die, halve the result, round down)
10	5-15 (roll 2 dice, add 3)	1-3 (roll a die, halve the result, round down)
11	8-18 (roll 2 dice, add 6)	2-4 (roll a die, halve the result, then add 1)
12	11-23 (roll 2 dice, add 9)	2-4 (roll a die, halve the result, then add 1)

Sentient Species

Life is rare, percentage wise, sentient life even more so, but the vast number of stars and galaxies in the universe contain a surprising number of species that can think and reason (whether they choose to or not is another matter). Some systems might even give rise to more than one sentient race and others might be home to interstellar visitors who have claimed a planet as their own... Roll a die and consult the table below.

1	There is no sentient life in this system and no intelligent life forms have ever visited it.
2	There is no sentient life now but at some point in the past there was and the ruins of their civilisation remain.
3-5	There is a single native sentient species currently claiming one of the planets in this system.
6	There are 2-4 Sentient species claiming one or more planets in this system (roll a die, halve the result, add 1). (0-2) of them are native (roll a die, halve the result, subtract 1), any others are aliens.



PLANET GENERATION

Now you've determined the type of star system, and how many life-supporting planets there are, we can determine what the planet is like that will feature in the adventure. Follow the stages below. You can work out the specific planetary information for every planet in the star system if you like but you don't really need to unless you think that the information will come in handy. Even then, you can pretty much determine specifics on the fly if, for instance, the characters do a scan of the planet to gain particular information.

Steps:

Determine Planetary Size

Determine Planetary Gravity

Determine Planetary Land Mass

Determine Planetary Atmosphere

Determine General Climate

Determine Satellites

Planetary Size

Just how big is the planet in question? This is just size in surface area. Mass and density are another thing entirely. Some planets might be as large as Saturn but only about as dense as a foam cup, whereas terrestrial planets, like Earth with its iron core, can be the densest objects in the solar system.... (Roll a die)

1	Tiny: The planet is barely large enough to be called a planet, roughly the size of mercury or 1/3 the size of Earth. Subtract 2 from the Planetary Gravity Roll.
2	Small: The planet is roughly the size of Mars, or 1/2 the size of Earth.
3-4	Medium: The planet is roughly the same size as Earth or Venus.
5	Large: The planet is roughly the size of Uranus or Neptune or 3 to 6 times the size of Earth.
6	Massive: The planet is roughly the size of Saturn or Jupiter, at least 10 times the size of Earth or larger. Add +2 to the Planetary Gravity roll.



Planetary Gravity

The strength of a planet's gravitational pull can affect the development of species on its surface and is definitely a major consideration when folks from Earth-type gravities pay a visit. The average human, for instance, would find themselves struggling to carry their own weight on the planet Sontar... (Roll a die).

1	Low Gravity World: Due to the planet's small mass or higher rotation, the gravity of the planet is significantly lower than earth gravity (roll a die x10%, to produce an effective gravity of 10%-60% of Earth's). Characters' effective Strengths are doubled.
2-5	Earth-like Gravity: The world has a standard gravity that is close to or equal to Earth gravity.
6	High Gravity World: Due to the planet's large mass or slower rotation, the gravity of the planet is significantly higher than Earth gravity (roll a die x 10% additional gravity, to produce an effective gravity of 110-160% of Earth's). Characters' Strengths are halved (round down).

Day & Night

There are many factors behind the rising and setting of a planet's sun including the planet's size, the speed of rotation and distance from the main star. So instead of trying to figure out all the specifics behind it, we're going to use Earth as our standard and wing it from there. To figure out the day cycle on our new planet simply roll three dice and add them together to find out how many hours of daylight there are (double that for the length of a complete day/night cycle). Add another die's worth of hours for every size larger or smaller the planet is compared to Earth, then halve it for low G (gravity) worlds and double it for high G (gravity) worlds.

Planetary Land Mass

The Earth's surface is approximately 70% water and 30% land. Other planets might have even less surface area, resulting in marine or aquatic races or they might be dry as a bone, with the only water occurring in trace amounts in the atmosphere or in living creatures... (Roll two dice).

2	Waterworld: The entire surface of the planet is under water. Civilisation is largely underwater or based on floating platforms.
3	Archipeligopolis: The world is mostly water but with thousands of islands, the largest of which approach the size of Ireland.
4-6	Earth-like: The planet is roughly 50-70% water, with the land broken up into 2-12 (roll two dice) continents and a number of smaller islands.
7-9	Mostly Land: The planet surface is roughly 30-50% water, with 1-6 (roll a dice) minor oceans breaking up the land mass.
10	Swampworld: The planet has no major oceans but many lakes and large areas of the land, some the size of small continents, partially submerged in shallow swamps, fens and marshes.
11	Land O' Lakes: All the water on the planet is collected into numerous lakes, the largest of which can reach the size of Lake Victoria.
12	The Rock: There is little to no freestanding water on the planet surface, with the majority of the moisture either remaining in the atmosphere or collecting underground.

Planetary Atmosphere

The atmosphere of a planet is essential to most forms of terrestrial life and even those creatures who travel the voids of space unprotected, like the Wirrn, must occasionally visit a planet with the right atmosphere to 'recharge' their supply of whatever gas it is that they breathe.

Just because a planet has no atmosphere, or is a gas giant with an atmosphere full of bizarre chemicals like methane and chlorine, doesn't mean that it is lifeless. Many species thrive in such unforgiving environments. In addition, high tech species might set up research stations or military bases on such foreboding worlds, so adventure can be found even in these most unlikely of environments... (roll two dice).



2	Thin Non-Standard Toxic: Treat as 'Earth Non-Standard' and 'Thin Earth Standard' (see below) combined.
3	Earth Non-Standard: There are other elements in the air that, while not initially dangerous, might have bizarre effects on humans after long-term exposure, like hallucinogens or an addictive gas that the character must now have to survive.
4-5	Thin Earth Standard: The air is of a similar composition but much thinner than that of earth, requiring Strength checks every Hour (every Round during strenuous activity like combat or running) or take a point of damage. Characters will also take radiation damage at 1-3 (roll a die, halve the result) points per hour of exposure from UV and other forms of cosmic radiation if unprotected.
6-8	Earth Standard: The atmosphere is a mix of Oxygen and Nitrogen with other trace elements, something that is seemingly very common in the cosmos. It is also of similar density to the Earth.
9-10	Thick Earth Standard: The air is of a similar composition to that of modern Earth, but thicker, more like the Mesozoic era of Earth instead. This tends to trap heat in, keep temperatures consistent around the planet and allows for extremely large and ungainly creatures to thrive (add +1 to the Planetary Climate roll).
11	Earth Non-Standard Toxic: The atmosphere is made up of gasses that are either damaging to human airways or unbreathable altogether, requiring some sort of air filter or possibly a full environment suit if oxygen is unavailable or the gasses are corrosive or damaging, like chlorine or ammonia.
12	Thick Non-Standard: Treat as 'Earth Non-Standard Toxic' and 'Thick Earth Standard' (see above) combined.

General Climate

The climate is affected by a number of factors like the distance from the sun (or suns), the tilt and rotation of the planet and the thickness of the atmosphere. When determining the climate, assume that the result below is the average condition for the whole world and that the normal variations occur as one nears the poles... (roll two dice).

2-3	Arctic: The atmosphere is so thick or the distance from the star is so great that the sunlight barely makes a difference. The whole place is a ball of ice and rock and only the hardest life forms can survive, typically in or around volcanic springs or other such features. Without proper protection, a character will take damage from exposure as per the rules on page 50 of the Gamemaster's Guide .
4-5	Cold: Temperatures planet wide range from just below to just above freezing, with arctic conditions at the poles.
6-7	Temperate: The temperature range is similar to that found on Earth, with arctic conditions at the poles and extremely warm or even desert conditions at the equator (or vice-versa if the planet has a weird axial tilt).
8-9	Hot: The vast majority of the planet has a similar climate to that found on Earth's Equator. The temperatures rarely if ever dip below freezing, even at the highest points and the poles.
10-11	Desert: The whole planet is one vast desert in which only the hardest species can survive. Without proper protection, a character will take damage from exposure as per the rules on page 50 of the Gamemaster's Guide
12	Variable: The planet's temperatures vary wildly. The planet's rotation might cause one side to permanently face the sun while the other is in darkness, or an erratic elliptical orbit causes extreme seasonal changes. There might have been technological interference, or anything else you can think of.

Planetary Satellites

Planetary Satellites might be anything from full sized moons formed from the leftovers of the planet itself to large objects that are caught in a planets gravitational field as they swing close by. They might even be artificial structures of immense size put into orbit by a highly advanced species.

The size and number of moons can have a huge affect, with tidal forces affecting the geology and weather of the parent planet. If the moon is large enough, it might also have its own atmosphere and actually exist as a planet in its own right, creating a dual planetary system if the two are relatively close in size.

An average medium sized planet has 0-5 (roll a die, subtract 1) satellites. There are a quarter of that number around Tiny planets (round down), half that number around Small planets (round down), three times that number around Large planets and six times that number around massive planets.

Roll a two dice for each satellite:

2-3	Asteroid: The satellite is actually just a very large asteroid caught in the planet's gravitational grip.
4-6	Small Moon: This satellite is about 1500km across.
7-9	Medium Moon: This satellite is about 3000 km across.
10	Large Moon: As a small planet, roughly 6000 km across. In fact, if it is in the habitable zone of the system, there is a 1 in 6 chance that it also is a habitable world (roll a die, if you get a 6 it's habitable). In such a case, roll it up like any other planet but skip the satellite step.
11	Huge Moon: Roughly the size of Mars. If it is in the habitable zone of the system, there is a 3 in 6 chance that it also is a habitable world (roll a die, on an even result it is habitable). In such a case, roll it up like any other planet but skip the satellite step.
12	Artificial Satellite: A massive structure built by some highly advanced race. Possibilities include an asteroid base, a moon sized space station, a huge stargate or possibly a small 'ringworld' that wraps around the parent planet.

SENTIENT SPECIES GENERATION

If you wish to randomly create the alien species that inhabit the world, follow the procedure below for each sentient species that features in the adventure. However, as this is random, it may produce an alien species unsuitable for the adventure that you had in mind. If you wish, you can create your own aliens (as detailed in Chapter Three) or use some of the random results below to inspire part of their creation. Do whatever helps you create the most interesting and exciting adventure.

Steps:

- Determine Species Form
- Determine Species Senses
- Determine Civilisation Level
- Determine Technology Level
- Determine Species Aggression
- Determine Sociopolitical Attitude
- Determine Species Attributes
- Determine Skills
- Determine Traits

Species Form

What does the species generally look like? The following tables will give you a general idea of how a human might describe the creature, as well as some suggested Traits. These are not set in stone and the Gamemaster should only use these as a suggestion. Roll three dice and add the results together.

Roll	Body type
3	Vegetable: The alien is evolved from plants, not animals. TRAITS: Alien Appearance (Minor), Alien Sense (Minor, could be anything from tremor sensing, water sense, infrared, bioelectrical fields, etc.)
4-5	Amorphous: The creature is misshapen and asymmetrical. It might even change constantly. TRAITS: Alien Appearance (Major)
6-7	Insectoid: The Creature has the features of an insect or arthropod with a chitonous exterior. TRAITS: Alien Appearance (Major), Armour (Minor)
8-9	Reptilian: The alien has a dry tough hide that functions as armour. Exposure to cold slows it down considerably. TRAITS: Alien Appearance (Minor), Tough (Minor)
10-11	Mammalian: The alien has mammalian traits.
12-13	Avian: The Alien has a bird like ancestor and may display beaks, clawed toes, feathers or even wings. TRAITS: Alien Appearance (Major)
14-15	Amphibian: The alien lives in and out of water, holding its breath for extended periods or drawing oxygen through its skin. TRAITS: Alien Appearance (Minor), Environmental - Water (Minor)
16-17	Piscian: The alien is fish like in appearance and spends a great deal of its life under water. There is a good chance that it cannot breathe air without artificial life support. TRAITS: Alien Appearance (Minor), Environmental (Minor, Underwater, High Pressure)
18	Elemental: The alien is made up of some non-biological material like rock or crystal, magma, or some of sentient energy or gas. TRAITS: Alien Appearance (Major), Armour (Major) or Immunity (Major, Physical Attacks)



Appendages (Roll once for each category)

Roll 2 dice	Limbs*	Head	Tail	Other**
2-3	0	0	0	0
4-7	1-3	1	0-1	0-1
8-10	1-6	1	0-2	0-2
11-12	2-12	1-6	1-6	1-6

*This specifically refers to arms and legs.

** This refers to unusual appendages like tentacles, tendrils, prehensile tongues, wings, pseudopods, etc.

Sense modifier (Roll once for each category)

Roll 2 dice	Sight	Smell	Hearing	Taste	Other*
2	Blind	None	Deaf	None	None
3	-3	-3	-3	-3	None
4-5	-1	-1	-1	-1	None
6-8	+0	+0	+0	+0	None
9-10	+1	+1	+1	+1	1 at +0
11	+3	+3	+3	+3	1 at +3
12	+6	+6	+6	+6	1-3 at +0

* Unusual senses like infrared vision, tremor sense, chronon detection, sonar or some form of psychic sense like telepathy. Take an appropriate Trait to represent this sense (Alien Sense, Psychic, etc.).

Technology Level

The species has a Technology Level determined by rolling two dice and subtracting 1 from the result. See page 32 of the **Gamemaster's Guide** for an explanation of Technology Levels. Species with TLs of 6 or better add +1 to their rolls on the Civilisation Level table.



Civilisation Level

A sentient species can have any level of civilisation regardless of technology levels or other factors. Some species might be very high tech but very insular, never leaving their home world or even dealing with other members of their species outside of their immediate family, while others might strike out and conquer huge chunks of space or even time itself as soon as they can beg, borrow or steal the technology from any species who visits their planet.

Whatever the maximum level of civilisation, it can be assumed that the smaller categories beneath it also exist, often supporting the large structure to some extent. Although there are cases when a species might choose to exist solely at their maximum level, as is the case with certain 'hive' species... (roll three dice and consult the table).

3-4	Nomadic: The species collect in small groups or avoid contact with others unless for great need (reproduction, war, etc.) and spend most of their time on the move with no permanent settlements.
5-6	Villages & Towns: The Species collects in small, insular settlements of 300 - 9000 individuals, many of which are related by strong familial ties.
7-8	City States: The Species collects in large populated settlements of up to 150,000 individuals.
9-10	Nations: The Species collects in large geo-political groupings of 1 million or more individuals.
11-12	Planetary: The entire Species is joined in a single unified planetary government.
13-14	Inter-Planetary: The Species has colonised 1-3 (roll a die and halve it) other planets in its solar system. Roll a die for each colony: On a 1-4, the colony world is part of the same planetary government as the home world, on a 5-6, they are independent.
15-16	Interstellar: The Species has colonised other star systems. Roll a die for each system: on a 1-2, they are the only species in that system; on a 3-4, they are allied with another species in that system; on a 5-6 they are in active conflict with another species in that system.
17-18	Intergalactic: The species has an empire stretching across an entire galaxy. Roll a die: on a 1-3 they are part of a galactic commonwealth or multi-species alliance; on a 4-6 they are the undisputed masters of the galaxy on their own.



Species Aggression

Just how aggressive is the species in question? Are they open to reason and diplomacy, are they only interested in war and conquest, or are they somewhere in between? The Sycorax, for example, are honorable creatures who will keep their agreements but you have to best their leader in personal combat before they'll even consider you worthy of negotiation, so they are obviously Bellicose, according to the chart below. Roll two dice and check the result, the Skills listed are just suggestions and the Gamemaster can use these as inspiration rather than anything set in stone.

2	<p>Warmongers: The entire Species lives for war and conflict. Even their politics (if they even bother with them) are filled with personal duels and trails by combat.</p> <p>SKILLS: Fighting 1-3, Marksman 1-3.</p>
3-5	<p>Bellicose: While the Species can be reasoned with, they place a great deal of stock in aggressive action be it physical or political and are easily angered and insulted.</p> <p>SKILLS: Fighting or Marksman 1, one other skill at 1.</p>
6-8	<p>Even Tempered: The Species is equally comfortable in peace and war and will take the path they see as most advantageous at the moment.</p> <p>SKILLS: Any 2 at 1.</p>
9-11	<p>Peaceful: The Species abhors violence and will avoid it until all diplomatic and scientific methods have been exhausted and there is no other option.</p> <p>SKILLS: Convince 1, one other skill at 1.</p>
12	<p>Pacifist: The Species is unable or incapable of violent action in either war or diplomacy.</p> <p>SKILLS: Convince 1-3, one non-combat skill at 1-3.</p>

Sociopolitical Attitude

How do individual members of the species interact with each other politically and socially? Are they a bunch of free-wheeling types with no rules and little organisation or is the whole society micromanaged by a single, powerful entity from this or another race? When combined with the Species Aggression Level, this can tell you a great deal about a race. Again, roll two dice.

2	<p>Anarchist: The only rules are the ones you make for yourself. The species has no governing body for the most part and any leaders are in their position through force, or because people choose to follow them for whatever benefit they can provide.</p>
3-5	<p>Liberal: Laws are necessary to protect society but should make no value judgments on individual behaviour. Individual liberties are more important than larger societal concerns and the government will typically either side with such liberties or find itself paralysed or possibly overthrown if it tries to override them.</p>
6-8	<p>Moderate: Rules, both legal and behavioural, are necessary for a stable society. The Species will have a large government that polices and protects the society's legal and moral framework. Individualism is important but there are times when the individual must temporarily set aside their wants and needs for the greater good.</p>
9-11	<p>Conservative: The needs of the many outweigh the needs of the few and tradition and moral structure is the cornerstone of the society. Individualism isn't frowned upon but outright rebellion isn't tolerated and will be punished by society or the government.</p>
12	<p>Totalitarian: The society is ruled by a single entity or small group of entities whose beliefs and ideals define society. This could be the iron fisted rule of a true fascist dictator along the lines of Hitler, it might represent the benevolent rule of a much loved 'God-King' or it might even reflect the rule of a Queen over a hive species.</p>

The individual vs. the group

Whatever the result rolled on Species Aggression or Sociopolitical Attitude tables, there are likely to be individuals whose aggression and attitude varies one or more steps from the mainstream of the species (unless they are a particularly uniform or hive minded race). The Slitheen family, whose warmongering actions and anarchist views do not reflect the more even-tempered attitude of most Raxacoricofallapatorians, are a good example.

If you need to know the exact percentage of the population that deviates from the norm of the species, then assume that 20% of the population will have an Aggression Level or Attitude one step away from the main population, 10% will have an Aggression Level or Attitude two steps away, and 2% will have an Aggression Level or Attitude three steps or more away from the rest of the species.

Species Attributes

To assign Attributes, you can roll six dice and put each die into one of the Attributes, or add them all together and distribute the points as you see fit, or just make them up as best suits the alien.

Use the Attribute scores in conjunction with the facts you already know about the creature's stellar system and home world to get a better idea of what your alien species looks like. A high Strength might mean a very squat and muscular creature or a very large creature of massive height, for example, and a High Gravity world might point to the former while a Low G world points to the latter (see modifiers, above right).

Species Traits

The species has the Alien Trait and any other Traits gained from any previous tables. In addition, the Gamemaster can assign any that they see fit to best suit the environment or type of alien required for the adventure. Have a look at alien creation in Chapter Three for a little more advice.

Ingenuity Modifiers

TL 5-7	+1
TL 8-10	+2
TL 11+	+3

Strength Modifiers

Low Gravity World	STR/2
High Gravity World	STR*2

Species Skills

These Skills represent the knowledge and ability of an average member of the Species, although individual members might vary a great deal.

Roll the dice to determine the number of points you may spend in each category below and spread them among the Skills in that category as you see fit. If you gained levels in a Skill from a previous table, those are used in addition to the Skills created below.

If the species has a 3 in a single Skill, you may spend a point to gain an Area of Expertise in that Skill rather than raise it another level.

PHYSICAL & COMBAT SKILLS (0-10, Roll two dice and subtract 2): Includes Athletics, Fighting, Marksman, Subterfuge and Survival

TECHNICAL SKILLS (The Species TL, minus a die): Includes Craft, Medicine, Technology and Transport

ACADEMIC SKILLS (The Species TL, minus a die): Includes Convince, Knowledge and Science.

The random skillset

If you're really in a hurry or are looking for something really random and... well, alien, you can forgo using the Skill Generation system above and just roll a die and subtract three for each Skill, adding any previous Skill levels gained to the final result (if you end up with less than 0, then it just becomes a 0). It's quick, it's exciting and it is extremely random but it might just give you all sorts of inspiration. Just how does a Warmongering, Totalitarian alien species with no Fighting or Marksmanship Skill and a 3 in Convince survive in a hostile universe? Who knows? Maybe they have a way of talking people to death...



NEW WORLDS

If you're really in a hurry or in need of some sudden inspiration, below are a handful of planets that have been created using the process above. Along with the planetary type, the primary species and what they are like, there are also a couple of adventure ideas to get you started.

ARCHIVE

After the abandonment of The Library in the mid 51st Century, the Empire-wide academic community lamented the loss of the greatest source of stored knowledge the universe had ever known. Something, they said, would have to be done to replace it and all the heads of the great universities and think tanks pooled their resources to make it happen. This time it would be bigger, contain more data, have more facilities for advanced scientific research and, most importantly, wouldn't rely on the massive ecological strip-mining of other planets that resulted in the loss of its predecessor.

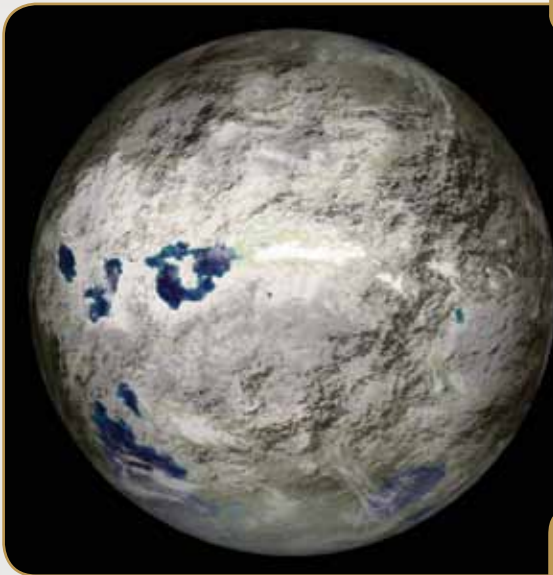
They hired the greatest engineering firms in the 51st century to build a planet from scratch. From its fusion based core to the gleaming metallic

surface to the towers of bronzed titanium that towered a hundred stories into its atmosphere, everything was built using only materials found or forged from lifeless asteroids or moons and was shaped by the design of the greatest architectural and artistic talents in the Empire.

Where there is life, mainly in the form of trees and other flora growing in special Tranquility Centers around the planet but also in bacterium used to recycle wastes, that life was imported and grown from single cells to avoid damaging another planet's biosphere or importing potentially dangerous organisms. Water, created from scratch by fusing Hydrogen and Oxygen, is stored in large decorative lakes and smaller decorative ponds across the surface of the planet to sustain its population.

Finally, to truly frame their great work as the ultimate pinnacle of mankind's achievements in art as well as science, the planet was moved into orbit around one of the most frighteningly beautiful vistas in the whole of the three galaxies: the binary star system of Cygnus X-1, within sight of a living star being slowly consumed by its sibling black hole.

The Archive, as it is formally known, contains almost all that is known of art, history and



PLANETARY LOG: ARCHIVE

SYSTEM LOG

STAR SYSTEM: Cygnus X1

STARS: HDE 226868 (Main Sequence Class O), Cygnus X1 (10 μ Black Hole)

PLANETS: 1

HABITABLE WORLDS: Archive (#1)

PLANETARY DATA

SIZE: Small

GRAVITY: 1g

LAND MASS: Many small lakes and rivers.

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Archivists, Archive Visitors

RACIAL PROFILE: ARCHIVISTS

PHYSIOGNOMY

BASIC FORM: Avian Humanoid

SENSES: Sight +3, Electrical Fields +3

AGGRESSION RATING: Pacifist

CULTURE & SOCIETY

TITLE: The Universal Archive

CIVILISATION LEVEL: Planetary

TECHNOLOGY LEVEL: 7

SOCIOPOLITICAL ATTITUDE: Conservative

science in the Empire and a bit from outside it as well. About the only data that can't be retrieved concerns government secrets and weapon schematics, the Empire prohibiting the former and the scientific and artistic backers of The Archive, who abhor war as a rule, prohibiting the latter. All of this knowledge is contained in various 'Data Structures,' which are building sized complexes with their own internal databases dedicated to a specific area of knowledge as well as art and architecture that is themed to that particular dataset.

Millions of visitors can be found on the surface of The Archive at any time, perusing the various Data Structures, partaking in lectures given by senior Archivists who specialise in various subjects, or doing research of their own. As paper is not allowed on The Archive, visitors retrieve and view data by using 'Scrolls,' thin sheets of papyrus-coloured plastic that act as

flexible computer displays. Each 'Scroll' is data-locked to a particular area in order to encourage visitors to move around the planet and sample as wide a variety of Data Structures as possible, for both educational and practical purposes.

Dedicated researchers are given access to one of the many thousands of facilities dedicated to experimental research into every scientific discipline imaginable but such access is limited in time and scope, requiring a lengthy application with a complete theoretical workup and a good bit of influence with the established

ARCHIVIST RACE PACKAGE

Cost: 8 points

Awareness +1 (+1)

Ingenuity +1 (+1)

Strength -1 (-1)

Alien (+2)

Alien Appearance (Major) (-2)

Alien Senses - Electrical Fields (Minor) (+1)

Alien Senses - Sight (Minor) (+1)

Cowardly (Minor) (-1)

Flight (Major) (+2)

Networked (Major) (+2)

Photographic Memory (Major) (+2)

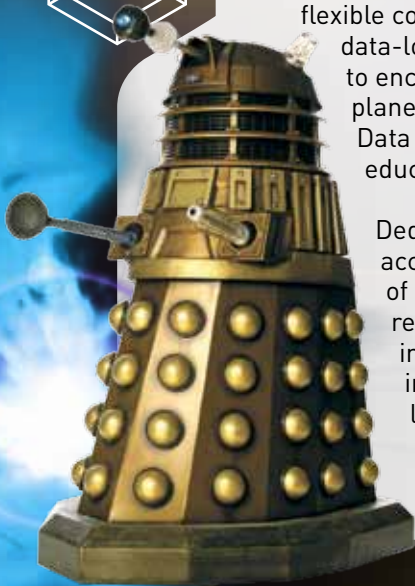
scientific community. This typically means that those who go against popular and firmly held scientific theory or who pursue wildly theoretical branches of science often find themselves waiting for years or even decades before they can gain access to the most useful facilities.

In order to run and maintain The Archive, the backers decided to forgo human administration and chose instead to put it into the hands of a race of bird-like alien scholars dedicated to the collection of knowledge. The opportunity was so appealing to the aliens that the entire species abandoned their own world in favour of The Archive and took a new name for their race based upon their new home: The Archivists.

ARCHIVISTS

Archivists are tall avian beings who look a great deal like large humanoid buzzards but with purple skin and jet black feathers that seem to reflect light in a rainbow sheen from certain angles. They have evolved separate arms ending in two-fingered hands with opposable thumbs, leaving them free to hold objects without hampering their flight.

They wear voluminous robes around other species but in their own private areas, which are scattered around The Archive, they tend to go unclothed except for a bright yellow loincloth held up by a belt with small pouches for personal items. The buildings in which they live are invariably tall and inaccessible unless one can fly or climb sheer surfaces.



ARCHIVIST

Awareness 4 Coordination 3 Ingenuity 4
 Presence 3 Resolve 3 Strength 2

Traits: Alien

Alien Appearance (Major)

Alien Senses – Electrical Fields (Minor)

Alien Senses – Sight (Minor)

Cowardly (Minor)

Flight (Major)

Networked (Major)

Photographic Memory (Major)

**Skills: Athletics 3, Convince 1,
 Knowledge 6 (One Area of Expertise),
 Medicine 3, Science 5 (Archiving),
 Technology 5**

Story Points: 2-4

The Archivists are a pacifistic species as a rule, preferring to spend their time in the collection and archiving of information, although they can become quite temperamental, and occasionally violent, during their breeding season. They tend to remain cloistered away from other species when in 'The Mood,' as this breeding drive is known to the few xeno-biologists who have been allowed to study the species, as they become increasingly aggressive and petty. During the most intense period of 'The Mood,' the afflicted Archivists gather in an aerial arena well hidden from the rest of the world in order to battle other potential suitors 'on the wing' for the right to breed, a ritual that shows a strikingly different side of their personalities and is never allowed to be seen by outsiders.

Archivist societal structure is very simple. In most situations authority is given to the Archivist who is most knowledgeable in the field or fields to which the decision pertains. If this is not enough, then the oldest makes the final decision. For major decisions that affect the running of The Archive as a whole, a small tribunal made up of three of the oldest and most knowledgeable Archivists will make decisions based upon majority consensus.

Normally, for most other races, such a simple system would be fraught with politics but for the Archivists, whose whole race is dedicated to one purpose and achieving that purpose as efficiently as possible, it functions remarkably well.

ADVENTURE IDEA: WAR OF THE WORDS

The TARDIS drops out of the Vortex through a large rip in space-time caused by the massive energy distortion of two humongous alien fleets battling it out in the space around The Archive.

On the planet surface, the Archivists and the visitors have been under siege for almost a year as the ongoing battle prevents anyone from coming or going and the disruption of space-time prevents any interstellar communications from being sent or received. And what is even worse, the space debris and downed spacecraft occasionally crash into the planet from space, killing innocents and destroying data structures and the precious information they hold.

The most curious bit about the whole affair is that not even the Archivists know what the aliens want or why they're fighting over the Archive. The characters must find out and try to stop the two fleets before any more harm befalls the planet...

PLOT POINTS

The TARDIS drops into real space right in the middle of the battle and finds itself unable to re-enter the vortex due to the massive spatial disturbance being caused by the two fleets. It is, of course, immediately spotted and both sides swoop in to attack it, thinking it a weapon of the other side. A merry chase ensues.

The two alien races (the Gamemaster can pick any two, from Sontarans and Rutans to Charcaradonians and Porpoisoids) are fighting over what they believe is a store of information on Super-Weapons of incredibly advanced technology hidden in one of the millions of Data Structures on the planet. The Archivists, if they knew this, would tell them that no weapon information is stored on The Archive but even if they did, the aliens are unlikely to believe them.

The default assumption is that there really is no weapons data and the players must somehow convince the aliens of that or, alternately, that they have it and try to lead them away from the planet.

Alternately, the Gamemaster may decide that there is, in fact, weapon data hidden somewhere on the planet right underneath the Archivists beaks without their knowing it, in which case the players must find it and get it away from The Archive before the alien fleets tear the planet into to pieces to find it.



PLANETARY LOG: GLIESE 581d

SYSTEM LOG

STAR SYSTEM: Gliese

STARS: Gliese 581 (Main Sequence Class M)

PLANETS: 4

HABITABLE WORLDS: Gliese 581d (#1)

PLANETARY DATA

SIZE: Large

GRAVITY: 1.3

LAND MASS: Waterworld.

ATMOSPHERE: Earth Standard.

CLIMATE: Temperate

SATELLITES: 3

SENTIENT SPECIES: Porpoisoids & Charcaradonians

GLIESE 581d

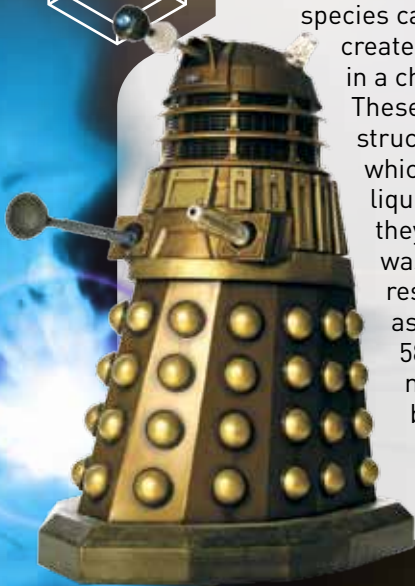
Gliese 581d is an ocean world 6 times the size of Earth. The oceans are so incredibly deep that the pressure actually crushes the water into a hard crystal like substance before it reaches the planet's rocky interior, leaving almost no material for a developing species to utilise in its march towards true sentience. The oceans teemed with life of all shapes, sizes and descriptions, but for most of its history, the pinnacle of intelligence on Gliese 581d came in the form of a species of porpoise-like creatures who barely held their own against a thousand other ocean predators.

At some point in its history, an unknown alien species came to Gliese 581d and began to create artificial floating islands linked in a chain around the planet's equator. These islands served not only as colony structures but as drilling platforms from which they retrieved the crystallised liquids from the ocean's depths. What they did with this crystal and why it was worth such a massive outlay of resources is a mystery to this day, as they long ago abandoned Gliese 581d. Their reason for leaving is as mysterious as that for their arrival but they left behind more than artificial islands. They also left behind sentient life.

The aliens were a colonising force and never numerous, so they supplemented their manpower by 'uplifting' two of the local species, the Porpoisoids and the Charcaradonians, to basic sentience. These artificially advanced species performed menial duties and helped to maintain the alien's island domains. For their part, these species saw their masters as gods, a notion which was never disabused by the aliens and, in some cases, was actively cultivated to make the servants more cooperative. All was peace and harmony on Gliese 581d until one fateful day, recorded in the legends of both species, the gods simply vanished.

Both species were mystified at the disappearance. Why did their gods abandon them? Were they unworthy? Did they not perform as their creators expected? Eventually the Porpoisoids and Charcaradonians came to the same conclusion: the other species must have offended the gods in some horrible way.

Naturally, a religious schism developed and a war to wipe out the heretics immediately broke out using all the materials and technologies left behind by their former masters. The Charcaradonians took an early lead, bred as they were for strength and violence, but the Porpoisoids quickly learned to use their greater intelligence to offset the raw might of their enemies.



The war has been going on for millennia now and shows no signs of abating, especially given the prodigious birthrates of both species and the large surface area of the planet. Most of the battles are fought over the artificial islands, as these are considered 'holy' places, so while the two species have the technology and resources to build other floating platforms or underwater seabases to shelter their massive populations, the former homes of the 'gods' are considered sacrosanct and are the focus of much bloodshed.

A need for more resources quickly led to the adoption of technology aimed at the colonisation of the surrounding moons and both sides have the knowledge and technical ability to build interstellar vessels. They gave up on this endeavour long ago, however, as neither side could hope to build such a craft without the other destroying it before completion. In fact, the only thing the two species agree on is that the ability to follow their former masters and join them in the heavens is a right which can only be claimed by the ultimate victor in the holy war.

PORPOISOIDS

The original Porpoisoid looked a great deal like an Earth porpoise, only with a translucent brain pan and three eyes, one on each side of the head and one in the middle. During their advancement, their standard form was modified to stand upright on powerful legs and their front flippers developed into muscular, finned arms ending in webbed hands.

Of the two uplifts on Gliese 581d, the Porpoisoids are definitely the more intelligent species, with flexible and agile minds capable of highly abstract and creative reasoning. They are burdened with a dangerous mix of obsessive curiosity and impaired impulse control, however, and often engage in dangerous and morally questionable tasks or experiments that end badly. A Porpoisoid scientist, for instance, wouldn't think twice about using living beings, even themselves, in their half-cocked experiments, no matter how painful, humiliating or destructive the possible consequences.

The Porpoisoids are organised as a loose conglomeration of independent City-States based around a single island. Each City-State selects one of its members to become part of the

RACIAL PROFILE: PORPOISOIDS

PHYSIOGNOMY

BASIC FORM: Mammalian Humanoid

SENSES: Sight +1, Ultrasonic Hearing +1, Smell +1, Sonar +3

AGGRESSION RATING: Even-Tempered

CULTURE & SOCIETY

TITLE: The Delphinidae

CIVILISATION LEVEL: City-States

TECHNOLOGY LEVEL: 6 (Sonic Science 7)

SOCIOPOLITICAL ATTITUDE: Moderate

PORPOISOIDS

Awareness 3 Coordination 4 Ingenuity 4
Presence 3 Resolve 3 Strength 4

Traits: Alien

Alien Appearance (Major)

Charming (Minor)

Environmental – Aquatic (Minor)

Insatiable Curiosity (Minor)

Sense of Direction (Minor)

Technically Adept (Minor)

Skills: Athletics 3, Convince 2,
Fighting 1, Knowledge 2, Marksman 2,
Science 2, Technology 3

Story Points: 2-4

PORPOISOID RACE PACKAGE

Cost: 11 points

Coordination +1 (+1)

Ingenuity +1 (+1)

Strength +1 (+1)

Alien (+2)

Alien Appearance (Major) (-2)

Alien Senses –Sonar (Minor) Ultrasonic

Hearing (Minor) Hearing (Minor) Sight

(Minor) and Smell (Minor) (+5)

Charming (Minor) (+1)

Environmental – Aquatic (Minor) (+1)

Insatiable Curiosity (Minor)

Sense of Direction (Minor)

Technically Adept (Minor)

Delphinidae, a body dedicated to Porpoisoid law, religious doctrine and all matters concerning the war. In contrast to the individual Porpoisoid, who tends to be impulsive, decisions made by their top governing body are almost glacially slow due to extensive debate on even the most minor of subjects.

Due to their sensitivity to ultrasonic impulses, Porpoisoids excel in acoustic science and their technology, both military and civilian, is centred around it. Their understanding of sound and vibration is so advanced, in fact, that they have actually achieved a form of transmat technology by using sub-quantum vibration to open up tiny subspace tunnels from one receiver to another. This allows them quick access to any of their colonies on the planet or the moon and gives them unprecedented strategic movement to counter the Charcaradonians' physical advantage with greater numbers.

SONIC TRANSMAT (Minor Gadget)

The Sonic Transmat opens a gate through quantum subspace that allows travel between two reception points. The equipment is large and has to be fixed down in order to operate, so it is not portable and must be constructed on-site, although once built, any receiver can be set to connect to any other point in the network.

Traits: Teleport (Major), Forcefield (Minor), Restriction (Requires Two Reception Points), Restriction (Equipment not portable)

Story points: 1

CHARCARADONIANS

The original Charcaradonians were massive shark-like creatures that rode near the top of the Gliese food chain, kept in check only by the speed and intelligence of the original Porpoisoids and the predation of large carnivorous whales and each other.

The advanced Charcaradonian is a monstrous sight to behold. At nearly 3m in height, with broad muscular chests, arms with massive hands

RACIAL PROFILE: CHARCARADONIANS

PHYSIOGNOMY

BASIC FORM: Piscean Humanoid

SENSES: Smell +5, Electromagnetic Detection +3

AGGRESSION RATING: Bellicose

CULTURE & SOCIETY

TITLE: The Great Maw

CIVILISATION LEVEL: City-States

TECHNOLOGY LEVEL: 6

SOCIOPOLITICAL ATTITUDE: Totalitarian

that can crush a human's skull and ridiculously short, but powerful, legs. All of this is topped by a pointed, bullet-shaped head sporting a massive maw filled with row after row of razor sharp teeth.

It seems quite clear that while the Porpoisoids were created to help with the more technical and delicate tasks on the island, the Charcaradonians were bred for heavy labour and, possibly, as an exportable security or military force. Their 'killing machine' nature has been augmented by a keen and focused intelligence that sees a problem and then tackles it directly.

As adversaries to the Porpoisoids, they are as tenacious and focused as their enemy is reactive and impulsive. This can act to their disadvantage as they lack the flexibility to adapt to changing circumstances and often reinforce a bad plan by simply throwing more force behind it. Fortunately for them, even the bad plans can be turned to a gory victory if they can get their teeth into their enemy.

Charcaradonian society is organised in much the same way as their enemy: independent City-States who send a representative to take part in a larger representational body. In Charcaradonian culture, however, representatives are chosen by bloody combat to the death, with the strongest eating their opponents and going to serve.

The representative body is run by an overlord, known as the Great Maw, chosen in much the same method. All decisions by the Great Maw are considered final unless a challenger can eat



CHARCARADONIANS

Awareness 3 Coordination 4 Ingenuity 3
 Presence 2 Resolve 4 Strength 5

Traits: Alien
 Alien Appearance (Major)
 Blood Frenzy (Special)
 Impulsive (Minor)
 Indomitable (Major)
 Natural Weapons – Bite +4 (Major)
 Sense of Direction (Minor)
 Tough (Minor)

Skills: Athletics 1, Fighting 4,
 Marksman 2, Science 1, Survival 3,
 Technology 1, Transport 1

Story Points: 2-4

him or if a large majority of the council forms a 'Frenzy,' to which the Great Maw must relent to or try to overcome in any way he can. If he fails, he may well find himself torn apart and replaced.

Charcaradonian technology is of the 'push it until it moves' variety but is still fairly advanced. The laser-like focus of their predatory brains allows them to pursue lines of scientific inquiry with remarkable speed, if not efficiency. They also have a talent at reverse-engineering the captured technology of their enemies, although the copies are often relatively crude and show no insight into the processes behind the design. This, and their inability to hear ultrasonic pitches, has kept the secret behind Transmat technology of the Porpoisoids safe.

CHARCARADONIAN RACE PACKAGE

Cost: 9 points

Coordination +1 (+1)
 Presence -1 (-1)
 Resolve +1 (+1)
 Strength +2 (+2)

Alien (+2)
 Alien Appearance (Major) (-2)
 Alien Senses - Smell (Minor)
 Electromagnetic Fields (Minor) (+2)
 Frenzy – Blood (Special) (-1)
 Impulsive (Minor) (-1)
 Indomitable (Major) (+2)
 Natural Weapons – Bite +4 (Minor) (+1)
 Sense of Direction (Minor) (+1)
 Tough (Minor) (+1)

ADVENTURE IDEA: FALLEN GODS

The TARDIS accidentally stumbles across an active sub-quantum tunnel caused by the Porpoisoids use of their Sonic Transmat device. The Time Lord's companions are plucked out of the console room, or wherever they are, and end up scattered across the islands of Gliese 581d.

Of course, the appearance of alien humanoids all across Gliese 581d causes a massive uproar as both sides declare that the gods have returned on their side, leading to a declaration that the time of judgment has arrived and the final battle has begun.

The Time Lord must find and collect all their companions in the face of Armageddon.

PLOT POINTS

The companions will be split evenly across islands owned by both sides, so if there are two companions lost, then one will end up with the Porpoisoids and one will end up with the Charcaradonians.

They will be fine at first, treated with all reverence and respect, but they are expected to help defeat the other side. Once the players tip their hands, by showing impotence in the face of an enemy attack or by trying to stop the war, the veil of deity might slip off and they may well become pawns in both species' final conflict, especially when it comes to manipulating the Time Lord.

Both sides have massive doomsday weapons that they have prepared for just such a day, the use of which could cause massive destruction on their world.

Once one species sees the TARDIS and recognises it for the advanced technology that it is, they will want it to use against their enemies and will plead with, trick or try to intimidate the Time Lord to get it. Use of the companions as bargaining chips is a likely ploy.

If the players can investigate some of the ruins of the 'old gods' they may well find an answer to stopping Armageddon. Unfortunately, those ruins are sacred places that even the uplifts refuse to go into. Sneaking in is the only option but doing so risks being declared an 'anti-god.'



ZARATHUSTRA

Zarathustra is a recently discovered earth-type planet with two large continents teeming with all manner of life and a rugged natural beauty that can only be found on a planet free from extensive civilisation. More important than that, however, is the fact that it is the only place in the galaxy where you can find sunstones.

Sunstones are amber stones which absorb heat and then emit it back as light. The stones are highly valuable and many a prospector has retired after a few years hard work mining them from the planetary rock and then selling them to the CZC, the corporate entity which found, colonised and owns the rights to exploit the planet's resources.

Besides the sunstones, Zarathustra is also home to a thriving tourism industry, with the wealthy coming to enjoy the natural splendour and big game hunters coming to bag some of the larger, and more violent, fauna. All of this, of course, is under the watchful eye of the CZC, who make money off of every transaction and activity that takes place on 'their' world.

Zarathustra is also popular with xenobiologists, who come to study the wildlife and preserve it. Well, most of it at any rate. Nobody really likes the local vermin – one foot long

PLANETARY LOG: ZARATHUSTRA

SYSTEM LOG

STAR SYSTEM: Piper 64b
STARS: Piper 64b (Main Sequence Class G)
PLANETS: 7
HABITABLE WORLDS: Zarathustra (#4)

PLANETARY DATA

SIZE: Medium
GRAVITY: 1.02
LAND MASS: Two major continental land masses separated by two large oceans.
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 1
SENTIENT SPECIES: Ga'Shta

crustaceans that look like a silverfish crossed with a lobster and have no nutritional value, chew cables, generally foul up anything with moving parts and pinch like the blazes when you unexpectedly slide into bed with one.

Not everything on Zarathustra is about beauty and tranquility, however, and there is a seamy underside to the human presence on the planet. Most of the civilised areas outside of the main city are no more than frontier towns similar to those found in Earth's American 'Old West', with the same undercurrent of might makes right. Sunstone prospectors have to be rugged individuals and quick to defend themselves not only from local wildlife but also from murderous claim jumpers who find taking a life easier than working a claim. The wealthy find the vast wilderness an excellent place for enemies to have 'hunting accidents' or 'accidentally wander off and get lost.'

The most subtle, yet powerful danger of all, however is the CZC, a massively powerful corporation who will do whatever it takes, from bribery to theft to assassination, in order to maximise profit margins and maintain an iron fisted grip on the planet. They used their vast power to obtain their charter, and they've used their own paid-for scientists to defend the draining of the swamps on Alpha continent in order to convert the space for human habitation,



despite the warnings of local scientists who fear the effects on the local ecology. They have been known to send hired guns out to arrange 'accidents' for troublemakers.

They get away with all of this, of course, because of their charter, which can only be revoked by incontrovertible proof of wrongdoing or the presence of a native sentient species, which no one had ever seen in twenty years on the planet... until the Ga'Shta showed up.

These small creatures have thrown a wrench into the works of the CZC, for they display traits indicative of a sentient species, which would automatically negate the terms of the company's planetary charter. The company is using all of its considerable resources, monetary, political and criminal, to prevent this.

GA'SHTA

The Ga'Shta are small (a little over a foot tall), cat-like humanoids, with long, soft fur covering the whole of their tiny bodies, small pointed ears and large eyes with vertical slit pupils to complete the feline appearance.

The Ga'Shta are social creatures, travelling in small family groups who wander the wilderness surviving as hunter gatherers. They fashion crude wooden tools that they use to dig out and hunt the verminous crustaceans, which the Ga'Shta find quite tasty and nutritious. Ecologists who have studied the small creatures ironically note that the migration of the crustaceans from the areas being drained by the CZC must have led to the Ga'Shta migrating after them, leading to their discovery by non-company representatives who are now the ones suing the company for recognition of the creatures' sentient status.

The Ga'Shta are inquisitive and quick learners, readily identifying and adapting to new concepts and situations. Many cite this, as well as their tool-making ability, as proof positive of their intelligence. The CZC, however, has countered that these activities are common in lower primates and so are inconclusive.

What no one knows, however is that the Ga'Shta speak in ultrasonic frequencies, which sound like high pitched squeaks to human ears but actually form understandable words if one can lower the pitch enough to hear them. They even have names for each other, based on primitive descriptions similar to those used by ancient American-Indian tribes. This alone would qualify them as sentient if only someone could actually hear them or suspected the nature of their speech.

RACIAL PROFILE: GA'SHTA

PHYSIOGNOMY

BASIC FORM: Mammalian Humanoid

SENSES: Sight +1, Smell +2, Ultrasonic Hearing +3

AGGRESSION RATING: Even Tempered

CULTURE & SOCIETY

TITLE: None

CIVILISATION LEVEL: Nomadic

TECHNOLOGY LEVEL: 1

SOCIOPOLITICAL ATTITUDE: Anarchist

GA'SHTA

Awareness 4 Coordination 4 Ingenuity 2
Presence 3 Resolve 3 Strength 1

Traits: Alien

Alien Appearance (Major)

Attractive (Minor)

Quick Reflexes (Minor)

Run for your Life! (Minor)

Insatiable Curiosity (Minor)

Skills: Athletics 3, Craft 1, Fighting 2,
Subterfuge 4, Survival 3

Story Points: 2-4

GA'SHTA RACE PACKAGE

Cost: 4 points

Awareness +1 (+1)

Coordination +1 (+1)

Ingenuity -1 (-1)

Strength -2 (-2)

Alien (+2)

Alien Appearance (Major) (-2)

Alien Senses - Sight (Minor) Smell (Minor) Ultrasonic Hearing (Minor) (+3)

Attractive (Minor) (+1)

Quick Reflexes (Minor) (+1)

Run for your Life! (Minor) (+1)

Insatiable Curiosity (Minor) (-1)

ADVENTURE IDEA: GA'SHTA AND OTHER PEOPLE

APPENDIX: NEW WORLDS

Runs-Fast hid the moment he heard the rending of the air that signalled the coming of the big blue box. The box opened and out stepped tall ones, like the ones that he was hiding from but different. These tall ones did not look cruel and did not carry the neck pinchers or bang sticks that the others did and the skins they wore were not the same.

Runs-Fast was wary and watched from hiding for some time. These tall ones were definitely different. They seemed to enjoy the trees and the waterfall and the shiny stones. They smiled and looked happy. His curiosity eventually got the better of him and he approached one of them cautiously, hoping to find out more about these strange beings who appeared out of the air. Perhaps they were powerful enough to help save his family from the other tall ones who were trying to make all of the Ga'Shta be dead.

PLOT POINTS

The players encounter a Ga'Shta who is on the run from CZC fur trappers sent out with goal of eradicating them before they can be proven sentient and then using their furs to make a little profit on the side. Runs-Fast will use his basic speech and gestures to try and communicate with them as much as possible in order to get them to follow him to the trappers camp. When they do, they will be horrified at what they see: the apparent slaughter and skinning of innocent and apparently sentient, creatures.

After the players deal with the trappers, they may or may not attempt to get to the bottom of the matter but, whatever the case, they will be unable to leave as their TARDIS was discovered and stolen away by prospectors in their absence. They will have no choice but to make their way towards civilisation.

On the journey, a number of encounters with the local fauna and CZC patrols, which the Ga'Shta help them to overcome, will further illustrate the sentient nature of these small and cunning little creatures.

Once the players reach civilisation, they are in trouble. Cameras at the trapper's camp have revealed them to be 'involved' and the CZC will trump up charges ('planetary trespass and sabotage in violation of the company's charter' is a good one) to have them arrested. They will have to prove the sentence of the Ga'Shta in order to prove their own innocence.

They will have a number of allies on their side, from planetary ecologists, to prospectors looking to free themselves from under the thumb of the company, to folks who see the Ga'Shta as sentient, but child-like and in need of help.

For every ally there will be a number of deadly enemies, including the company security forces, and various 'hired guns' looking to make sure the players get into even more trouble or get dead.

The Ga'Shta won't be idle and will cause a great deal of mayhem trying to protect and help their 'friends.' These attempts will often end in comical disaster for the players as the little blighters' natural enthusiasm and curiosity get in the way of their good intentions.



NEW WORLDS GENERATOR WORKSHEET

(permission to photocopy for personal use)

STAR SYSTEM LOG

SYSTEM LOG

STAR SYSTEM NAME:

NO. STARS/STELLAR TYPE:

NO. PLANETS:

HABITABLE WORLDS:

SENTIENT SPECIES:

PLANETARY DATA

SIZE:

GRAVITY:

LENGTH OF DAY CYCLE:

LAND MASS:

ATMOSPHERE:

CLIMATE:

SATELLITES:

PLANETARY DATA

SIZE:

GRAVITY:

LENGTH OF DAY CYCLE:

LAND MASS:

ATMOSPHERE:

CLIMATE:

SATELLITES:

SENTIENT SPECIES PROFILE

NAME:

PHYSIOGNOMY

BASIC FORM:

APPENDAGES:

SENSES:

AGGRESSION RATING:

CULTURE & SOCIETY

TITLE:

CIVILISATION LEVEL:

TECHNOLOGY LEVEL:

SOCIOPOLITICAL ATTITUDE:

GAME INFORMATION

SPECIES ATTRIBUTE MODIFIERS:

SPECIES TRAITS:

SPECIES SKILLS:

Athletics	Medicine
Convince	Science
Craft	Subterfuge
Fighting	Survival
Knowledge	Technology
Marksman	Transport

RACE PACKAGE COST:

