

THE WARRIOR'S CODE



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Dana Knutson

Typesetting & Layout

Tara Gallagher

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Todd F. Marsh

John C. Tylk

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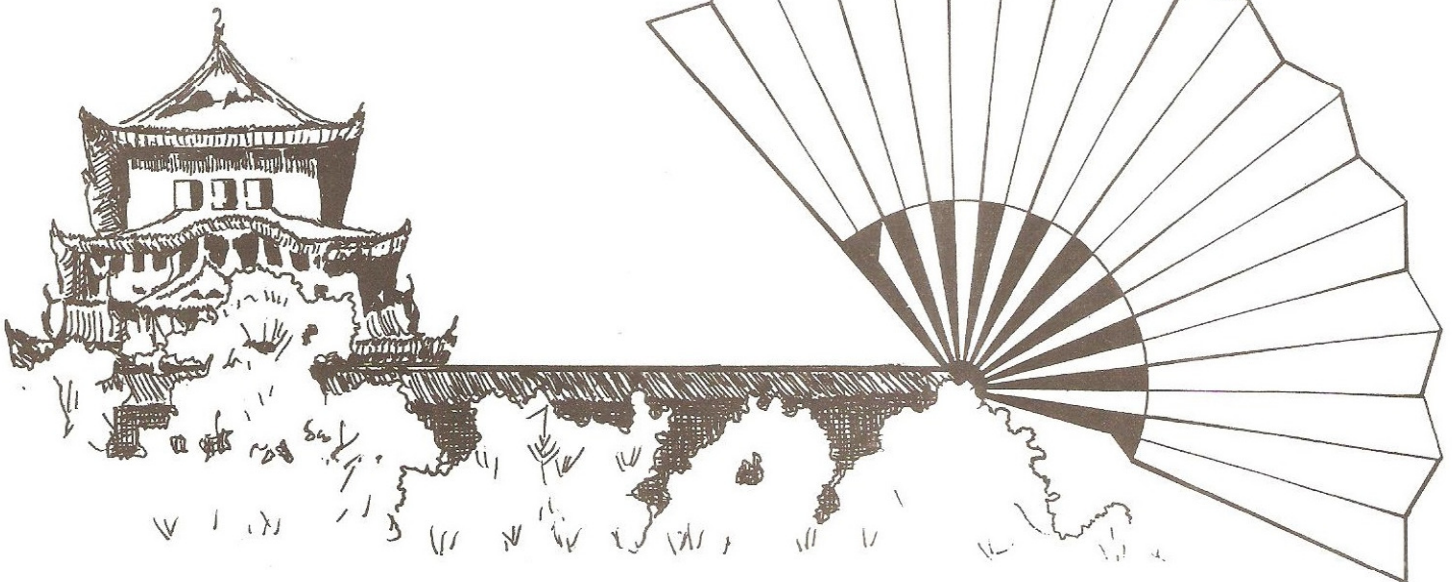
To Richard Chamberlain, who could probably find a familiar part.

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INTRODUCTION

The **Warrior's Code** is an adventure for the **DOCTOR WHO Role Playing Game**. It places a band of time-traveling adventurers in feudal Japan, shortly before the climactic battle of Sekigahara. That battle saw the dawn of a new age for Japan under the rule of the Tokugawa Shogunate.

A gamemaster is needed to run **The Warrior's Code**. It is his responsibility to present the scenario to the players and to regulate the flow of events that lead to a climax and resolution of the adventure. Functioning as a storyteller, the gamemaster must not only spin out the basic plot, but has also to weave the adventurers' actions into the unfolding narrative. In addition, he will judge how events outside the group's control mesh with their decisions and actions, as well as arbitrate the rules of the game when necessary. Gamemasters should be intimately familiar with the rules of the **DOCTOR WHO Role Playing Game** and with the contents of this booklet.

In this adventure, a group of players adopts the roles of Time Lords and Companions who must prevent a threat to the fabric of time by a fanatic

scientist. Two to six players is the ideal number. A larger group or even a lone player would also work, but probably less effectively. Players need some understanding of the **DR. WHO: RPG** rules, but except for the four-page **Players' Handout**, they should NOT have access to the contents of this booklet.

The **Players' Handout** includes information on the adventure background that would be familiar to the adventurers, either through their own experience or via the TARDIS data banks. In addition to clues and background information, the **Handout** also contains a few false leads that may help or hinder the group in understanding the events taking place around them.

Both the gamemaster and the players should have paper, pens or pencils, and dice on hand to play this game. Metal miniatures, detailed maps, and other similar play aids may enhance enjoyment of the game, but are not required. The gamemaster may introduce them or not as he sees fit.

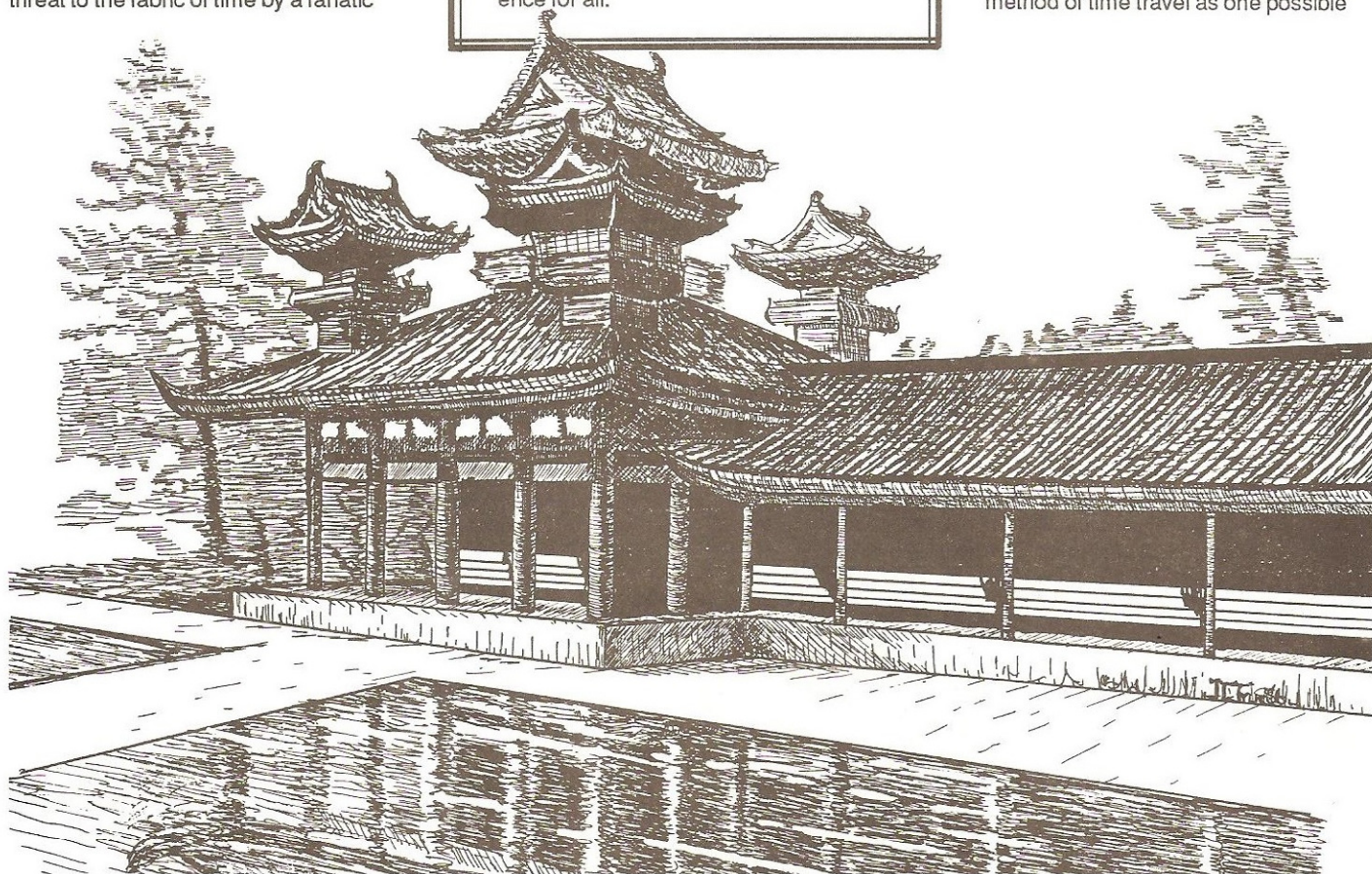
Imagination is probably the most vital element for roleplaying. Used creatively, it will transform this scenario into an exciting and entertaining experience for all.



PLOT SYNOPSIS

While voyaging through the Temporal Vortex on their way to a new mission, the player group's TARDIS accidentally intersects the path of another time-traveling vehicle, and several vital circuits are damaged. As a result of the collision, the TARDIS is dragged off course and into the other vehicle's wake. The **Landing** that follows is a rough one, leaving the TARDIS damaged and quite inoperable. The adventurers discover that they have landed on TNP *Earth*, in the islands of Japan in 1600 A.D. And only a few yards away from the TARDIS is the other vehicle, the saucer-shaped timeship that caused all the trouble.

The **Time Travellers** from the other craft are humans, voyagers from year 5148 A.D. in Earth's distant future. Because solar flares threaten to wipe out the human race, its pioneering scientists have developed a crude method of time travel as one possible



way to avoid the crisis. The project has been plagued by problems, not least of which was the loss of three different time-traveling teams and the inventor of the timeships, one Professor Ahjonah. The three crewmembers of the other ship were searching for that lost expedition when they met the TARDIS. Now their ship, too, is heavily damaged.

It soon becomes plain that the adventurers can repair their TARDIS by cannibalizing parts from the other craft. One crucial part of the Earth timeship is beyond salvage, however. That means the group's only hope is to find that lost first expedition, which should be somewhere close by, to salvage the part they need from the other craft. If either group of time travelers is to escape, they must join forces in search of the lost professor and his ship—if it still exists. Their task is complicated further by the fact that the Time Lords *know* that the human time travel experiments in the 52nd century were unsuccessful, a fact that bodes ill for the castaways.

The search leads the group into the Japanese village of Ukaza, where a **Village Encounter** takes a dangerous turn and leaves the group in the hands of samurai warriors. Their overlord is also **Samurai**, an outlander who has risen to high status in the army of Ishido, one of the contenders for the supreme position of shogun. The outlander is none other than Professor Ahjonah, who has 'gone native' and become a respected and powerful samurai nobleman. Ahjonah resents the intrusion of his colleagues from the future and orders all of them imprisoned. He also reveals his plans to

change Earth's history so that the future world of 5200 A.D. will not have to fear the coming of the solar flares. Half-mad and convinced of his own destiny, Ahjonah will obviously not help the adventurers return home, not as long as they might be in a position to stop him.

Professor Ahjonah has not taken enough account of Japanese politics, however. Ishido's enemy, Tokugawa, is determined to uncover the secrets of the 'wizard' in Ishido's pay, for Ahjonah's plans to introduce firearms threaten Tokugawa's attempts to maintain power by doing the same for his army. Tokugawa hires ninja to capture Ahjonah, but when **The Ninja Strike**, they mistakenly capture one of the Time Lord's Companions.

The player characters now face several choices. They may attempt to escape from Ahjonah, or try to form an **Alliance** with him. In either case, their efforts will be hampered by treachery within their own ranks and by Ahjonah's samurai from without. It may be, however, that the prisoner **With The Ninja** can convince that secretive group, or even Tokugawa himself, to help the adventurers stop Ahjonah. One way or another, all of this leads to a **Final Confrontation** between the adventurers and the professor, when they hope to defeat Ahjonah's samurai henchmen and to learn the location of his hidden timeship.

Successful in all these endeavors, the adventurers can finally repair their TARDIS and return to the Vortex, taking the Earth time travelers home. Having saved Japan's history in 1600, they can also steer their erstwhile human passengers away from time travel and onto something workable, such as an Ark to save the human race.



CONTENTS OF THIS BOOK

The Warrior's Code is a complex adventure. Plot twists, multiple opponents with conflicting goals and motives, and a number of separate victory conditions make the situation an intricate and carefully balanced one. Actions taken by the players at any point can profoundly alter the shape of events that follow.

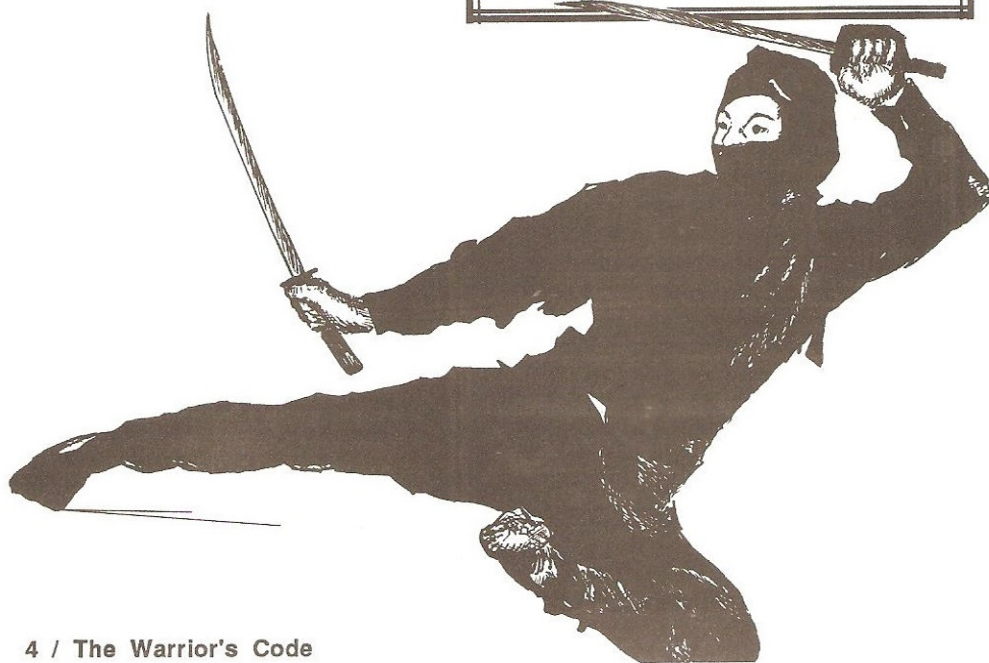
The Adventure chapter presents the sequence of planned encounters that must take place in the course of the scenario. Options and choices that may affect the way these encounters take place are also discussed.

Background Information gives the gamemaster detailed historical material from which to improvise encounters or outcomes when the adventurers inevitably stray from the path of the basic adventure.

The Cast Of Characters describes both pre-generated player characters and important NPCs who may be encountered or used in the game. Included as possible player characters are the Second Doctor and his most noteworthy Companions.

Gamemaster's Notes offer hints on handling a variety of different game elements, including random encounters, new pieces of equipment, and so on.

Finally, a four-page **Players' Handout** is found at the end of the booklet. The gamemaster can remove it from the book and hand it out, in whole or in part, to the players. The **Handout** contains information (sometimes not completely accurate) on the adventure background, which player characters might be expected to find in the TARDIS computer banks.



THE ADVENTURE

This section includes a brief introductory story that sets the stage for the actual adventure, then follows with a description of the events and situations that will arise (and must be overcome by the player characters) as the scenario unfolds.

Although the exact sequence of the encounters may vary according to choices the players make and how well they use their skills and attributes, most of the encounters described will probably occur at one time or another. A few are *mandatory*, and will happen regardless of the players' actions. Others will arise only under the fairly narrow circumstances discussed in the text. The most important planned encounters are described briefly below (and in more detail elsewhere). For an overview of how and when the more variable situations may come up, see the Adventure Flow Chart in the *Game-master's Notes*.



PLANNED ENCOUNTERS

The TARDIS carrying the adventurers has a temporal collision with another time-traveling vehicle. Unlike a collision in normal space-time, the two craft interpenetrate without coming into physical contact. Rather, the temporal fields of the vehicles create mutual interference that shorts out vital equipment and pulls the TARDIS along in the wake of the other vessel to Japan in 1600 A.D. The damage and landing cannot be avoided.

After joining forces with the time-ship crew, the whole group finds itself surrounded by armed samurai who take them as prisoner to a nearby village. The gamemaster should manipulate events so that neither avoidance nor escape is possible at this time. The players' party now meets Professor Ahjonah and then is imprisoned in an underground prison cell.

Later, while being escorted to see Ahjonah, the party is set upon by ninjas, and one of their number is taken captive. From this point on, it will be up to the players to shape the course of the adventure, but all paths will ultimately come together in a final confrontation with Ahjonah before the story can be resolved.



INTRODUCTORY STORY

The bridge was small and cramped, hardly big enough for the crew of three needed to pilot the craft. Neema smiled grimly and adjusted the guidance feed from the computer to the pilot's readouts. The cockpit of the TX-4 was roomy compared to the cargo and engine spaces around the ship's rim. She didn't want to think about what it would be like in the cargo area if their mission were successful and they had to somehow squeeze three passengers into that tiny space.

Actually, it was best to avoid thinking about a lot of things. The unsettling vibrations of the little vessel's engines, for instance. A technician with shuttle and transmat experience shouldn't have trouble with *anything*, but the TX-4's propulsion system made the transmat pleasant by comparison.

Best not to think about the view outside, either. Neema had been tempted to take a look out—but only once. Now the viewports were opaque, and would stay that way until the TX-4 reached a destination that would not drive the crew mad. The ship was moving through a whole new medium, and it was something neither the human eye nor mind could comprehend.

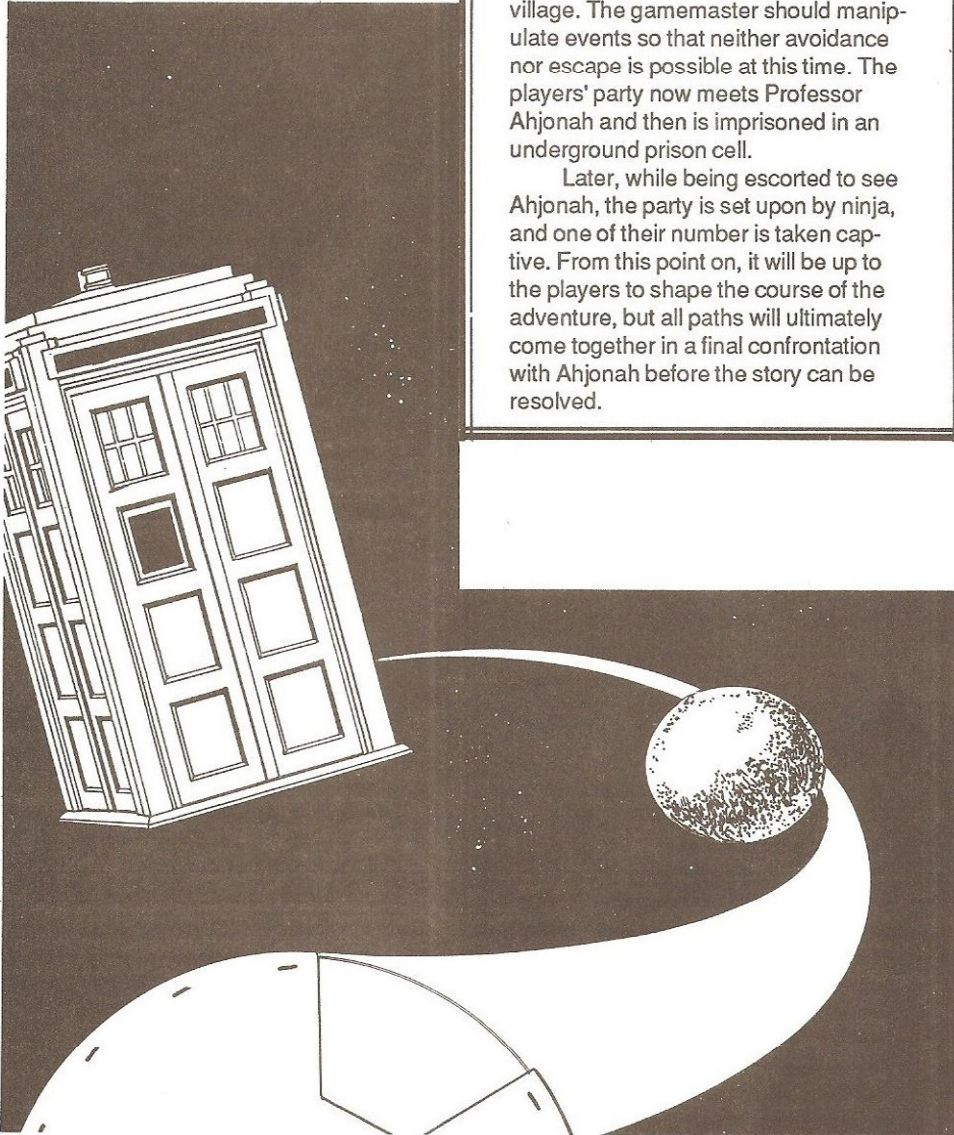
"Beacon reading, Neema?" Neema's reverie was interrupted by a forceful but rather nervous voice. She glanced down at the control board.

"Still strong, Commander Lamech," she told him. "The TX-3 is maintaining coordinates."

"Let's hope they stay there," the commander muttered.

"At least we still *have* coordinates for her," Scientist/Engineer Sandor said. He sounded calm. That, thought Neema, was a sure sign that Sandor was also on the thin edge of panic. He was the most excitable member of the research team, responsible for the TX project, except when his nerves wore thin. Then he was about as animated as a Cyberman in a stasis field.

"The TX-1 came back on automatics, but with everyone aboard dead." Out of the corner of her eye,



Neema could see Sandor shudder as he spoke. She still had nightmares about the way the crew of the first ship had looked when the the ship had been recovered. Sandor touched a button and continued. "Then the *TX-2* . . . gone without a trace. We're lucky *Three* is registering at all now."

Neema shrugged. "Some luck. Maybe if the *TX-3* had vanished altogether, we wouldn't have been tapped to go looking for her."

The commander's reply was sharp. "That's enough of that, Neema. We were all volunteers, you know."

"Yes, sir." Neema stared at the flashing pattern of lights on the console under her hands. It was also best not to think of the other three ships in the project, lost during their test flights. The *TX-4* wasn't really breaking any new ground, but they didn't know what to expect. No one had survived a return trip to report on the performance of any previous *TX* craft.

And that didn't bear much thinking about, either. The *TX* project was a radical new venture, a shot in the dark that could save billions of human lives if it paid off, or it could doom them inexorably if it failed. The initials "TX" stood for Time Experiment, and its four timeships were a totally untested type of vehicle. On the evidence at least, the *TX* vessels were quite dangerous.

A flashing red light on her control console made Neema jerk upright against the restraining straps of her contoured chair. Agile fingers danced over the keys, calling up computer information and sensor readings.

"A reading, Commander," she reported, voice tense but controlled. "An object in the timestream."

"An object?" Lamech's voice was incredulous. "Another timeship?"

"If so, it isn't one of ours," she replied. "I do not read a beacon, and the figures . . ." She trailed off, staring at a readout in complete disbelief. "The figures cannot be right."

"What is it?"

"Commander, according to this, the object's mass is . . . variable. So is the size. The figures I'm getting describe something two meters long, and just over a meter in diameter, but with a mass of ten metric tons or more! And the readings keep shifting!"

"Something's wrong with the instruments," the commander declared.

"Impossible," Sandor countered. "Full diagnostic checks indicate . . ."

"Whatever it is, impact is in five seconds," Neema shouted, drowning out Sandor.

"How can you run into something in the timestream?" Lamech demanded. "What's happening . . ."

And then it was too late to ask questions.

"I dinna ken how we can rin into something in the Vortex, Doctor," Jamie McCrimmon was protesting. He fumbled with the unfamiliar harness.

The Doctor connected his own safety belt to a convenient latch on the *TARDIS* control console. "Never mind the theory now, Jamie," he said. "But, my goodness, I never thought to meet another ship here."

"The gauge is in the red zone, Doctor," Zoe told him. No sooner were the words out than the *TARDIS* began to vibrate and lurch. The tremors lasted for several seconds, then stopped abruptly.

"Ooch, now, that wasna sae bad," Jamie said, reaching for the harness buckles.

"No, Jamie," The Doctor began. "It isn't safe yet—"

But Jamie wasn't paying attention, his eyes riveted instead on the far corner of the control room. "'Tis a ghost, a spirit," he muttered, his hand dropping instinctively to his *skein dhu*.

The apparition moved. It was as if a second control room, one crowded with sophisticated electronics and three very surprised-looking crewmen, had been superimposed on the shabbier background of the *TARDIS*. Consoles and crewmembers drifted together right across the room. Jamie gasped as the phantasm bore down on The Doctor, and then, incredibly, passed right through him. It kept on moving, finally merging into and through the far wall without a sound. The incredulous looks on the faces of the young woman and the two men seated at those phantom controls told Jamie that they were as startled by the *TARDIS* as he was by them.

Then the *TARDIS* lurched again, more violently than before. Sparks arced from the console, and smoke billowed from three different panels and from one of the roundels in the wall behind Zoe.

"Oh, dear me," The Doctor said. He reached for the controls, then jerked his hands back as more sparks erupted.

"Their wake is too much for the old girl."

"Wake?" Jamie said. "What—?"

"Timeships, especially primitive ones, stir up the medium of the Vortex as they pass," The Doctor explained, but in a tone that implied Jamie should know. "Like a boat kicks up a wake."

"That was nae wee *TARDIS*," Jamie protested. "Who were they?"

The Doctor frowned at the console, trying to make sense of readouts, half of which were burned out, and the rest obscured by sparks and smoke.

"We'll find out soon enough, Jamie," he said quietly. "That other ship's technology was so primitive that it lacked proper shielding to the temporal field generators." The Doctor's voice trailed off, evidently distracted by something else.

"And so?" Jamie urged.

"So it looks as if the *TARDIS* guidance controls have been overloaded and shorted out, and we're being pulled along in the wake of that other ship like a water skier behind a speedboat. We'll materialize nearby, I think—I hope."

Jamie glanced at Zoe. "'Tis nothing tae concern us, then. We've landed in the wrong place often enough before." Zoe smiled back uncertainly, sensing some deeper problem from The Doctor's words.

The Doctor, for his part, failed to respond to the young Highlander's sally. Now that sparks and smoke were no longer pouring from the console, he was punching buttons, seemingly at random.

"If we materialize at all," he said at last, his voice and face unusually grim. "And I'm by no means sure that we will, you know. If we do materialize, I don't think we'll be able to travel again."

The *TARDIS* control room fell silent as the three travelers waited for their crippled vessel to reach its unknown destination.



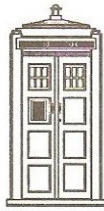


RUNAWAY TARDIS

Travel through the Vortex is fraught with more than its fair share of dangers. Home to a variety of dangerous life forms, including the amoral Kronovores and the malignant Mandragora Helix, the Vortex is also the path every time-traveling race must follow, Gallifreyan or otherwise. Despite the Time Lords' best efforts, other races have managed from time to time to acquire primitive time-travel devices. The Daleks and Kharfule have both been known to use time corridors, while independent time-faring vessels have appeared at various times among the Daleks, the Cybermen, the War Lords, and the human Zigma Experiment. A collision of two trans-temporal fields moving through the Vortex can be deadly to both, particularly in the absence of adequate shield generation systems such as those on most TARDISes. Although no physical collision occurs (the temporal fields simply interpenetrate briefly), contact may cause severe oscillation and power fluxes that burn out temporal propulsion, guidance, and control systems.

As the adventure begins, The Doctor and his Companions are aboard their TARDIS and traveling through the Vortex when such an accidental collision occurs. If the Second Doctor is being used, the introductory fiction piece describes the encounter. The gamemaster can still use it, with some modifications, for a different set of Companions and/or a different Time Lord. The fiction piece does set the scene for the entire adventure.

When the TARDIS makes contact, it briefly interpenetrates with a small, saucer-shaped craft carrying a crew of three humans. This is the *TX-4*, a timeship of primitive design. The oscillations set up by the interpenetration cause the TARDIS controls to short out, and the Gallifreyan craft is caught in the moving bubble of trans-temporal energy surrounding the other ship and is pulled into its wake. Even at first approximation, the damage is heavy, and any Time Lord knows that they are in very deep trouble, indeed.



LANDING

When the other timeship at last releases the TARDIS from its grip, the Gallifreyan vehicle hangs motionless in the Vortex. Because of damage, its crew is unable to set coordinates for a new destination into the TARDIS computer. Indeed, it requires the successful completion of a Difficulty Level V task using *Temporal Vehicle Operation* skill just to get the TARDIS to materialize in the same time and area as the timeship that shanghaied the group.

Readouts from the TARDIS controls show that the year is 72,308 TL (1600 A.D. by Earth's common reckoning). They have landed on Earth, on the Japanese main island of Honshu. The TARDIS viewscreen shows that the vehicle landed atop a high, rocky cliff overlooking the sea. The saucer-shaped timeship encountered in the Vortex rests about 20 meters away on a higher outcropping of rock. There is no sign of life or movement anywhere until the saucer's dome opens like an observatory shutter and the timeship's crew begins to emerge with exaggerated caution.

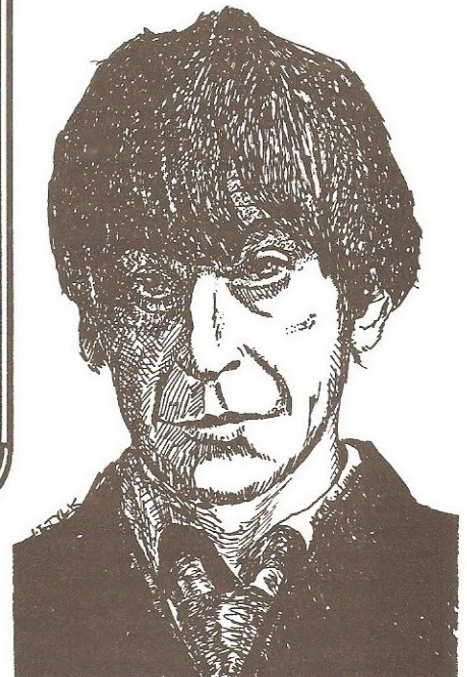
Aboard the TARDIS, the Time Lord and his Companions will have to decide immediately about what to do next. The crew can attempt to contact the other party of timefarers, or they can avoid contact and assess the damage suffered by the TARDIS. They may also wish to consult the TARDIS data banks on various subjects (such as 16th- and 17th-century Japan, the use of time travel by non-Gallifreyans, and so on). The **Players' Handout** deals with these topics.

Sooner or later, however, they will have to assess damage to their vessel. Determining the damage requires a Difficulty Level III use of *TARDIS Systems Technology* skill. Success in this reveals that a number of key components in the time field

generators have completely burned out, making it impossible for the TARDIS to move through space or time until repaired. The stock of spare parts aboard the TARDIS is not sufficient to replace or repair the damaged components, nor is local technology capable of making the repairs. Even the systems that allow communication with Gallifrey (never very reliable to begin with), are useless, leaving the TARDIS and its crew well and truly stranded in feudal Japan.

There is one way out, however. If none of the players think of it, the gamemaster may suggest it to anyone making a Difficulty Level III use of *Temporal Science* skill. Any timeship with self-contained temporal generators, even primitive ones, must have the same kinds of basic components. It is likely that the other timeship has also suffered damage, but it may be possible to cannibalize components (or the ship may even carry adequate spares on board) to make repairs to get the TARDIS operable again.

Contact with the other time travelers is now essential. Although some players may have the idea of achieving their ends by force or through theft of the needed components, the gamemaster should do his best to remind them that these actions would be contrary to the spirit of Doctor Who. The players should adopt an open, negotiated approach at this stage (though, of course, the gamemaster can always develop other alternatives if either he or the players settle on an approach that is *not* open).





THE TIME TRAVELERS

Upon emerging from their small, domed saucer, the three crewmembers of the *TX-4* immediately take notice of the TARDIS. If the players' group is led by The Doctor, their TARDIS is in its familiar police call box form. If the adventurers are Companions of another Time Lord whose TARDIS has a working chameleon circuit, the TARDIS' appearance has now jammed (due to damage) into something conspicuously inappropriate for a deserted Japanese seacoast. Whether this is a transmat cubicle, a Volkswagon, or a blue police call box is up to the gamemaster. Naturally, if the TARDIS chameleon circuit was previously inoperative (as is The Doctor's), it remains in whatever shape it usually adopts.

In any event, the TARDIS is noticeably out of place and a natural object of curiosity to the timefarers from Earth. They cluster around it, talking excitedly among themselves. The two men carry drawn pistols, apparently lasers, while the woman runs some other form of instrument over the surface of the TARDIS. From her actions, the device is probably a piece of sensing equipment. If the players' group listens to these three newcomers, as well as watching them, they will hear them discussing the TARDIS.

"I'm still getting confused readings on size and mass, Commander," the woman says. "It's as if there were much more to the craft than we can see here."

"Nonsense, Neema," the younger of the two men says. "At least we know something this size can't hold anything very dangerous." He points his laser at the TARDIS door. "Let's find out what's inside. If it really is some kind of time cabin, perhaps I can get the parts we need to repair the damage it caused."

"No, Sandor," the other man orders. "You will *not* damage it."

"But, Commander," Sandor begins. An argument between the three time travelers builds as the players' group emerges from the TARDIS, to the considerable surprise of the timefarers.

Though taken aback (particularly by the number of passengers disgorged by the TARDIS), the timefarers prove to be reasonably friendly. The woman Neema is a computer and sensor specialist. Sandor is the vehicle's technical expert and a member of the scientific staff that built the timeship. The older man, commander of the vessel and its chief time-pilot, is Commander Lamech. After introductions are completed, the two parties have a chance to compare notes.

The *TX-4* is the fourth of an experimental series of time-traveling craft built on Earth in the year 5148 A.D. Realizing that a series of intense solar flares are likely to render the planet virtually uninhabitable within the next century or less, United Earth has launched several research projects to discover a way to rescue humanity from destruction. With the secrets of interstellar travel nearly lost since the collapse of the Federation, the devastating Ice Age on Earth, and the wars of the Icelandic Alliance 150 years before, the obvious recourse of emigrating to the stars is impractical, although one research project is looking into it. The TX project is a search for another feasible method.

Conceived by Professor Ahjonah, a brilliant Earth scientist, the TX project began with the discovery of data on the Zigma Experiment of Magnus Greel. Ahjonah discovered the errors that rendered Greel's work unusable, and developed a method of time travel that seemed to bypass the Zigma Experiment's dangerous flaws. To test the theory, four experimental timeships were constructed, with the idea of travelling into the future. There were also those who wanted to travel into the past, but the problems of being assimilated into history without introducing anachronisms or outright temporal alterations made this alternative an uncertain one.

The *TX-4* is the fourth of the experimental ships to have been launched. The other expeditions were unsuccessful. Though one returned, all three of its crewmen died in the process, returning from the past as dry, mummified corpses that seemed to have aged hundreds of years in flight. Another TX ship sent into the future simply vanished.



When the *TX-3* went out, Professor Ahjonah was the scientist/engineer of the crew, a position that should have been Sandor's. The government had tried to prevent his making the time jump, but he insisted on his need to observe the phenomena firsthand. The timeship had made a jump back in time, targeting the year 1585 A.D. By tracking a cross-temporal beacon, the research staff in 5148 A.D. had tracked the mission to 1585, then forward in time ten years, and around the globe to Japan. There the *TX-3* had stopped, and was not heard from again.

Without Ahjonah, the TX project was grounded. No one else knew all the variables that went into time travel. Project scientists finally decided to risk sending their last remaining ship and crew back in time to recover Ahjonah. Thus came the mission of the *TX-4*.

In the course of interpenetration with the TARDIS, the *TX-4* also sustained some damage, and is inoperable. Also, it was deflected by nearly five years and several miles from the location of the *TX-3* beacon, although instruments show that in 1599 the location of the other timeship is much the same as in 1595. Sandor believes that finding the *TX-3* is their only hope for escape, although Neema is dubious. If it is in working order, she argues, why hasn't it returned to 5148?

Lamech is more than willing to look into the possibility of using parts from the *TX-4* to repair the TARDIS (or vice versa), as long as the TARDIS crew will cooperate in getting everyone home safely. He prefers this over Sandor's idea, because, like Neema, he suspects that there is something wrong with the other TX ship.

Arguments against the use of the *TX-3* or the *TX-4* as the escape ship will solidify if and when a Time Lord has the chance to examine the damaged human craft. A Difficulty Level IV roll against either *TARDIS Systems Technology* or *Temporal Science* permits a character to determine the reason these primitive timeships have been malfunctioning: there is a flaw in the temporal shielding that protects the occupants of the craft as it moves through the Vortex. A timeship of this design can move safely into the past, but movement forward in time subjects the crew to extremely rapid aging. Moving forward in time in one of these craft now guarantees death by old age, except over short jumps.

Repairing the TARDIS with parts cannibalized from the Earth timeship is a Difficultly Level VI task. The repairs cannot be carried out, however, because one crucial part, the briode-
nebulizer, is damaged beyond use in *both* vehicles. Without it, the TARDIS cannot function. Although in all other ways ready for operation, the time travelers of *both* groups are still as stranded as ever.

Now Sandor puts forward his original idea once again. The *TX-3* is somewhere nearby, with or without Ahjonah and the rest of the timeship's crew. If the group can find the other ship, they can scavenge the briode-
nebulizer to operate the TARDIS. Also, by discovering the whereabouts of the other ship's crew and by rescuing them, the *TX-4* mission will be completed. Sandor hopes to retrieve Ahjonah and return him safely to the Project, where the scientist's knowledge of what went wrong can guide him to design timeships that work.

As the hopes and plans of the adventurers' new allies are revealed, the gamemaster should make sure the players are aware of the conflict brewing. The TARDIS computer files show that Earth did not develop time travel in the 52nd century, and so the human timefarers will have to be persuaded at some point to give up their research. Nor can the player characters simply abandon them in the past, either, even if the group wanted to be so callous. Events soon show that abandonment would be extremely unwise. The fabric of history itself is at stake.



VILLAGE ENCOUNTER

Two miles north and east from the landing site, perched between a sandy beach and a mountainous interior, lies the Japanese village of Ukaza, the nearest center of human habitation. Moreover, Neema's tracking device has located the other timeship somewhere in that vicinity. A coastal road runs past the landing site and toward Ukaza, providing an easy route for travel on foot. At a steady but not exhausting pace, the party will reach the village in less than an hour.

There is no other traffic along the road, and so the adventurers will not encounter any natives on the way. However, as they reach the point where the road begins to wind down into the village, they notice smoke rising from the direction of the town. Coming over the crest of the last hill, they see fires and armed men fighting in the streets. Ukaza is under attack.

From where they are, the time travelers cannot really tell attackers from defenders, even if they had any real inclination to join in the fighting. What is clear, however, is that one group of warriors is armed with the traditional samurai bows and swords and that the other group is armed with primitive muskets in addition to their sheathed swords. This latter force is proving far superior to the traditionally armed group. In a matter of minutes, the samurai warriors without muskets break and retreat in the direction of the adventurers, pursued by their opponents. At the same time, the characters are startled from their observations by a sudden sound. It is a man's voice, dripping with contempt as he utters the single word "Barbarians!"

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



SAMURAI

A band of samurai warriors has surrounded the adventurers. Several carry muskets. Three others struggle with an unseen object behind a rock outcropping that offers a good view of the road. Most of the warriors, however, carry drawn swords leveled to strike.

Their leader, the man who spoke, is a heavy, well-dressed samurai with a long and elegant top-knot. Surveying the characters with arms folded, his bearing bespeaks authority, his eyes the gleam of cunning. This is Kenjiro Uraga, a samurai lord high in the local Japanese hierarchy.

Uraga orders the group to surrender or be killed, then immediately turns away and begins issuing orders to his men. Any of the characters who attempts to fight or run will be attacked by one of the samurai still watching them. If the adventurers content themselves with simply listening and watching, they will realize that Uraga commands a force posted here to ambush enemy warriors fleeing from the village below. The musket-carrying samurai, including Uraga and his men, are defending the village against a rival warlord. The defense has already been successful, but Uraga intends to seal the fate of the attackers with "the-thunder-that-kills".

It is only as Uraga speaks of it that the group gets a clear look at the weapon being placed behind the rocks above the road. Mounted on wheels, short and squat with a score of separate barrels in a circle and a simple hand crank at the rear, the weapon is far in advance of any primitive automatic weapon that might possibly belong to 17th-century Japan. Though unsophisticated by comparison with later weapons, this early machine gun could revolutionize warfare in feudal Japan. Even as they watch, one of the samurai begins to turn the crank, releasing a hail of bullets on the fugitives below. Ordinary muskets take their toll as well. Within minutes, the fleeing attackers have been slaughtered.

With the battle over, Uraga rounds up his prisoners and heads for the village below. He will completely ignore all attempts to talk with him, and

his samurai protect him from any possible danger. Eventually, the whole group reaches a house at the far edge of town, well away from the scene of the earlier battle. After complying with curt orders to remove their shoes, the prisoners are urged inside and ushered into a long, darkened room.

Silhouetted against the light of a small fire, the figure of a man is visible. Uraga bows, and the shadowy figure courteously returns the gesture.

"Lord," Uraga says respectfully, "these barbarians were found above the town, where we laid our ambush. I thought you might wish to see them."

"What use do I have for Portuguese?" the other replies gruffly. Sandor stirs uneasily as he hears the voice, but a prod from a samurai blade stills him.

"So sorry, Lord," Uraga says, "but these are not Portuguese. They are... excuse me, they are as were you when first you came to the Land of the Gods."

The shadowy figure steps forward into the light, and turns his attention to the prisoners. Although wearing samurai dress and his hair in a top-knot, the man is Caucasian rather than Japanese. When he catches sight of the crew of the *TX-4*, his face widens into a smile. "So someone has come at last," he says. "Sandor, you and your comrades are welcome here. I can use all of you!"



REVELATIONS

The man is none other than Professor Ahjonah. Dismissing Uraga and the other Japanese, he makes the group quite welcome. He seems to assume that all of his visitors are from 52nd century Earth, though Sandor is the only one he knows personally. Without further ado, Ahjonah plunges straight into his own story.

The only survivor of the *TX-3*, Ahjonah is now 15 years older than when he set out. On successfully reaching 1585 A.D., he decided to try a short hop forward in time to determine what went wrong with the previous missions. Moving a decade ahead in time caused the entire party to age ten years in a single leap, however, and it became obvious that they could not go home again. In the process of moving forward, the time-travellers had steered the craft to Japan, and no one wanted to move again either in time or in space.

When the *TX-3* tried to make contact with the local inhabitants, the three crewmen were set upon by samurai and taken prisoner by the *daimyo* (overlord) of the district. Ahjonah's chief pilot was killed

attempting to escape. His computer technician, already over 50 at the start of the voyage, was suffering severely from the shock of rapid aging and never really recovered his health. He died of a stroke a year after the timeship arrived.

Ahjonah, however, set out to make the best of his situation. He learned Japanese as quickly as possible, and soon commanded the attention not only of the local overlord, but of Lord Ishido, one of the most powerful samurai lords in Japan.

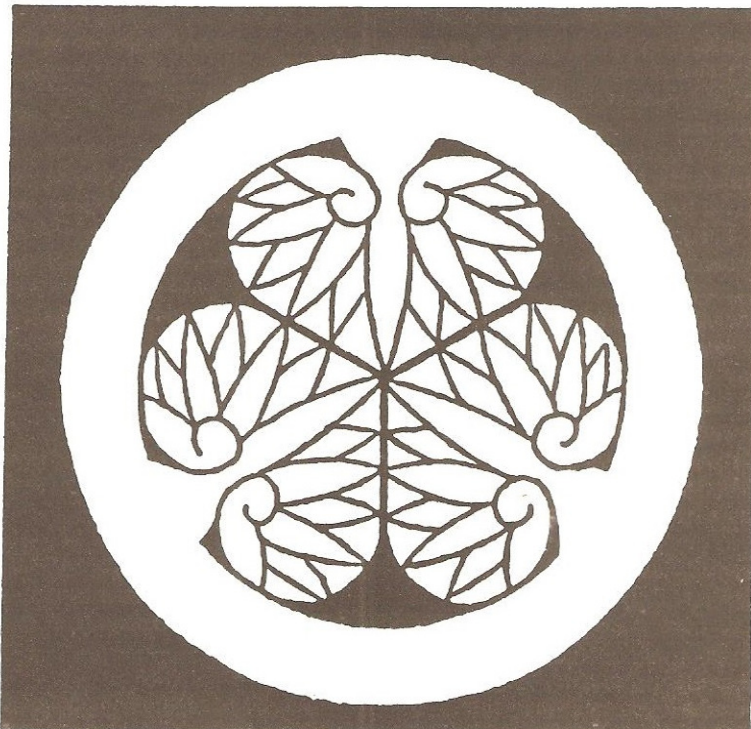
Ishido is a member of the Council of Regents that now rules Japan in the name of the *taiko*, Hideyori. His chief rival for power in the land is Tokugawa Iyeyasu, who is believed to covet the power of the shogunate and supreme authority (under the figurehead emperor) in Japan. Tokugawa is generally favored to win in a clash of arms. In fact, Ahjonah knows that Tokugawa is *supposed* to win, according to all the history books. Besides his cunning and intelligence, Tokugawa has two other assets that make his ascendancy certain: a growing corps of musket-armed soldiery and a 'barbarian' advisor, one William Adams of England. It is Adams who is doing much to turn those musketeers into an irresistible force that could change the face of Japanese warfare.

In history, Ahjonah says, Tokugawa swept aside the opposition to his power and established himself and his successors as shoguns of Japan in a dynasty that lasted until the 19th century. Tokugawa, however, was basically conservative. Disliking the influence of European missionaries in Japan, he sought to close off the island nation from the outside world for nearly 300 years.

Ahjonah could now change all that. If he can supply Ishido with even more sophisticated weapons and fighting techniques and then guide the warlord's policies carefully, the professor knows that he can smash Tokugawa, then forge a united Japan determined to reach out rather than retreat into isolation.

The scientist becomes quite animated as he speaks of his goals. With the technological and scientific progress that he can help Japan achieve and an aggressive policy of expansion, he feels that the Japanese people can come to rule (or at least dominate) the entire world. Their old and elegant civilization and the scientific advances he and his

TOKUGAWA IEYASU



successors will introduce will accelerate Earth's progress by centuries. When 5148 A.D. comes around in this changed world, the people of Earth will be far more advanced, and thus capable of dealing with the solar flare crisis in a way Ahjonah's civilization cannot. Thus, even though he cannot directly aid his people, the professor will have seen to it that humanity has a chance to survive the solar flares and prosper through his intervention.

Ahjonah speaks with the intensity and conviction of a missionary, and invites his "fellow castaways" to throw in their lot with him. Together, he exclaims, they will set right all the ills of the world.

The players' group faces an obvious choice at this point. They may attempt to dissuade the zealous scientist, or they can (for the moment, at least) go along with him in hopes of finding his timeship and figuring out a way to keep him from further contaminating history. Finally, they could simply refuse to work with him to see what his response might be.



DIRECTIONS AND DEVELOPMENTS

Should members of the group try to persuade Ahjonah to give up his plan and return to the future, he will refuse to cooperate. He is convinced that travel forward in time is impossible, and refuses to believe that the Time Lord has done it in safety. Nor will he agree to help the adventurers find and use the TX-3, claiming to have only their safety in mind. Ahjonah then reiterates his need for skilled and intelligent people to help him carry out his own grand design.

Anyone who refuses to help or who continues to argue with him about the feasibility of returning to the future will find Ahjonah an unpleasant enemy. In a burst of anger, the professor will draw his sword and hold the edge to the offender's neck. "I am samurai and hatamoto," he says earnestly, "and that gives me the right to take your

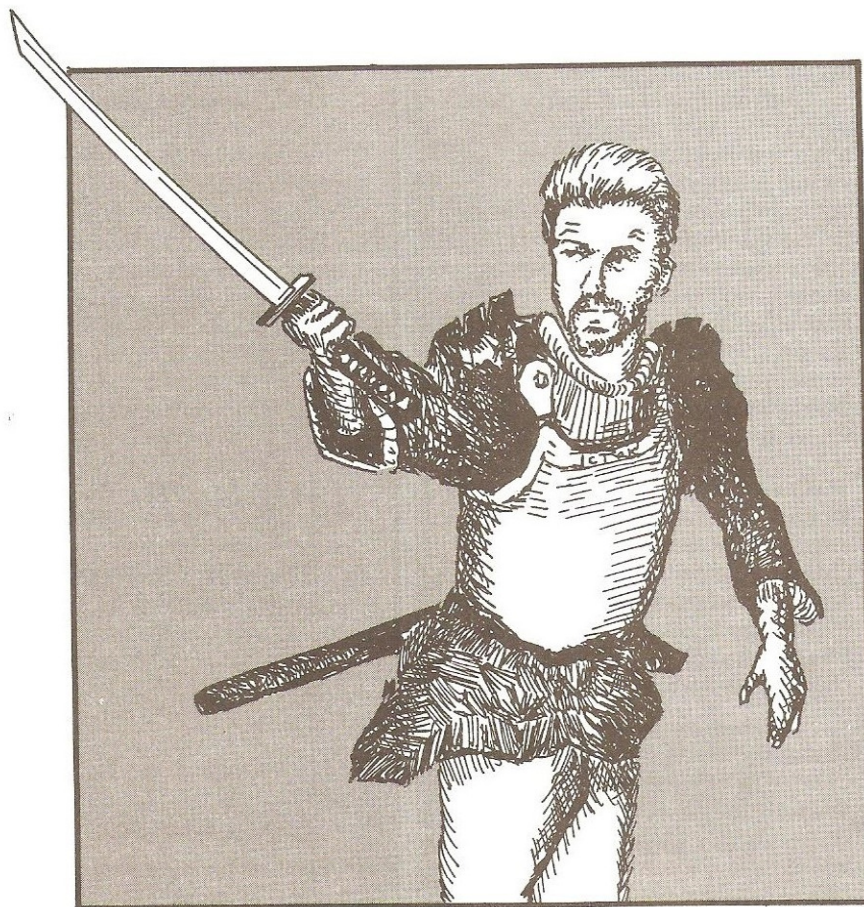
lives anytime I choose." He sheathes the blade again, calls for his guards, and orders the offenders imprisoned "until they learn respect". Prisoners are confined in a small underground cell, covered over by a bamboo grating and accessible only when a ladder is lowered from above. Four samurai constantly stand guard on the cell. From time to time, Uruga or Ahjonah himself will order sewage, garbage, and the like dumped into the cell to remind the barbarians of their place.

Characters who agree to work with Ahjonah are treated much better, being provided with homes, servants, and a measure of respect. However, they will still find themselves closely watched and guarded by samurai warriors any time they seek to leave their houses. They may travel only under escort, and are expected to help the renegade professor in his workshop.

Regardless of what the player characters do, both Sandor and Lamech opt to join the professor. Neema refuses to cooperate under any circumstances, and berates both her companions as traitors to mankind. The player characters can make their own decisions, of course. For example, joining the professor would be a typical trick of the Second Doctor to gain the freedom of action he would need to thwart Ahjonah. Each player should be forced to make an initial response to Ahjonah without reference to the others.

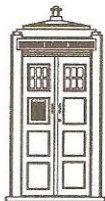
Cooperative characters will find that Ahjonah's current work centers around Gatling guns, rifle barrels, and the development of breechloading firearms and small cannons. The muskets with which his followers are equipped are primitive matchlocks, no more advanced than those used by Tokugawa's people, but he hopes to upgrade this weaponry significantly and soon. Various other projects, including a steam engine and an ironclad warship, are also in early design stages. Characters will be assigned to work on projects for which they seem best skilled. Only a handful of locals have any part in Ahjonah's operations, as he does not want any Japanese to learn too much about the construction or planning of any of his new weapons. After all, the professor is well aware that his value to Ishido lies in his ability to remain the unique source of new technology.

Characters cooperating with Ahjonah will find themselves under especially close scrutiny by Uruga,



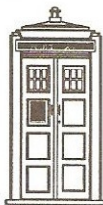
who is interested in what they are doing and how much they know. He does not reveal his purpose, but the samurai warrior plainly has reasons of his own to be interested in what the barbarians can do.

Eventually, characters who remain captive will be contacted by Lamech, who gathers together the other cooperating characters in secret. Under cover of inquiring after their health and treatment, Lamech passes a note explaining that his cooperation is only a sham to gain Ahjonah's confidence. Lamech will proceed to confer with the other characters who are working with Ahjonah, inviting ideas on how they can stop the professor. Players involved in this meeting should note that Sandor takes no active part in the discussion.



THE NINJA STRIKE

Later the same night, there is a disturbance in town. If any of the player characters are currently working with Ahjonah, the gamemaster should select one of them to be the target of an attack by a band of ninja, the elusive assassins who operate outside Japanese society and law. Unable to resist, the designated player is dragged from his bed in the night, and carried off by the ninja. If none of the players are cooperating with the professor, the ninja will kidnap Lamech. Other characters (but not those imprisoned) could become actively involved in the ninja raid, but will be quite powerless to stop it.



PLANS AND OPTIONS

Following the Ninja raid, all the characters (prisoners and assistants alike) are brought before Ahjonah again. The professor believes that the ninja were in the pay of Tokugawa Iyeyasu, and have now provided him access to the same kind of advanced secrets as Ahjonah can provide to Ishido. Tokugawa is quite capable of extracting information by torture, which puts the captive in great danger.

Both Ahjonah's plan and purely humanitarian considerations make rescue of the missing character imperative. Ahjonah once again invites the group to join him. This time, though, he promises that anyone who still does not agree with his cause will be allowed to go free with the spare parts they need from his timeship, once the kidnapped character is recovered. His only stipulation is that he and any of their number who join him be allowed to remain in feudal Japan without interference. As Ahjonah is still convinced that travel into the future will kill the characters who try it, he is perfectly willing to let them take their own risks without further interference.

This offer marks a major decision point for the player characters. Once again, they must choose among various options, but this time the options will have a major impact on how the rest of the adventure proceeds. The characters will be able to consult with one another before giving an answer, which gives them a chance to present a united front. However, it is possible that some characters may wish to branch off and act on their own.

The two major options open to the group are to accept the temporary alliance with Ahjonah, or to refuse it. By accepting, they gain a certain amount of freedom of action and the chance to recover their missing friend (they can always attempt later to undo the damage Ahjonah is causing to the timeline.) Refusing the offer leaves the characters at the mercy of events, but

is the more honorable course. The need to safeguard history demands that they stop Ahjonah, and so any agreement not to interfere with his project would be a lie.

All the *TX-4* crewmembers involved in the decision will opt for allying with Ahjonah. Unknown to any of the the other characters, Sandor is perfectly serious in this desire and plans to help his mentor's tampering with history. Lamech (if he is present) and Neema want to agree only for the sake of expediency. The player characters may decide as they wish.

Consult the Adventure Flow Chart in the **Gamemaster's Notes** to determine how the adventure proceeds from this point on. The two initial options lead to different sections of the adventure text. If the character kidnapped by the ninja was a player character, a third path is open only to him.

If the entire group decides to help Ahjonah and their kidnapped comrade, proceed to the section entitled **Alliance**. If all the player characters choose to refuse Ahjonah, proceed to the section entitled **Prisoners**. The *TX-4* crew will still help the professor, and thus are removed from immediate contact with the adventurers. It is also possible for the group to split up, some refusing and others agreeing to help Ahjonah.

The latter option is very much in keeping with the spirit of the *DOCTOR WHO* television series, in which the main characters rarely stay together. By splitting up, each group has a chance to work from different directions to solve the central problem. In game terms, however, splitting up the players increases the complexity of the gamemaster's job. He must now interweave the actions of different groups into a coherent story, which gets tricky when one group's actions may have a direct impact on another group's situation. Also, the players must be dealt with in separate shifts, which means one group is inactive (and potentially bored) while the other is playing. The gamemaster should be cognizant of both the benefits and the pitfalls of allowing the group to split up. If he does not feel able to handle multiple groups (and remember that *one* player may already have been split off by the ninja attack), the gamemaster should find ways to encourage everyone to remain together.





ALLIANCE

If some or all the adventurers choose to cooperate with Ahjonah, he will reveal his plans. His people captured one of the ninja successfully, and Ahjonah was able to use some drugs from the TX-3 medical kit to persuade the captive to divulge the location of the kidnapped man.

The ninja, hired by one of Tokugawa's warlords, were supposed to kidnap Ahjonah. They know nothing of other "foreign wizards". Not realizing just how much of a samurai Ahjonah has become, they naturally sought out a stranger in outlandish garb, and so took the wrong man. They are to return their captive to the town of Iwamoto, about 50 kilometers up the coast toward Yedo, where a *daimyo* loyal to Tokugawa holds sway. The captive believes that the great Japanese warlord, Tokugawa himself, is to visit Iwamoto to collect this prisoner.

Ahjonah does not get along well with any of the local ninja clans, and lacks sufficient men to mount an open attack on Iwamoto, which is heavily garrisoned by Tokugawa's samurai. That is why he needs the adventurers and the TX-4 crew. As they can use advanced weapons competently, he can count on them to take many times their number in a rescue attempt. (Remember that Ahjonah believes *all* the characters to be from his own time, despite any of their claims to the contrary.) He is quite emphatic that no time-traveler should be allowed to fall into Tokugawa's hands under *any* circumstances. Finally, he assigns Uraga and two other warriors to go with the group, just to be sure they obey his wishes. Providing them with their own weapons and those his crew carried on the TX-3 (but with power packs removed and safely in Uraga's hands), he bids them set out on their **Journey To Iwamoto**.



JOURNEY TO IWAMOTO

The trip to Iwamoto, made on foot, takes the better part of an entire day. If the group leaves directly after their audience with Ahjonah in the morning, the party will arrive there after dark. When they get close to the town, Uraga orders one of his samurai to scout around the town, as it is obviously impractical to send one of the odd-looking outlanders, nor does he want them to know much about the lie of the land. It is close to dawn before the scout returns.

As dawn breaks, the adventurers get their first real look at Iwamoto. It is a somewhat larger town than Ukaza, with a wide, sheltered harbor. Even as they look out over the town and bay, a large galley moves slowly around the point under oars, drumbeats breaking the morning stillness. Uraga identifies the ornate standard it flies as belonging to Tokugawa. The ship steers for a long, slender pier jutting out into the bay.

If the players are going to attempt a rescue, they must move quickly. Deciding *where* to stage the rescue will be important. They could attack the house where the missing man is being kept, which the scout has located. An alternative would be to ambush the captive's escort as they take him to the pier to meet Tokugawa. The last (and by far the most hazardous) choice would be to attack just as the captive is about to board ship.

If attacking the house, the adventurers will find it protected by ten samurai, and also holding a bevy of servants and villagers (who are not combatants). If they choose to ambush, they will meet twelve samurai who are escorting the captive to Tokugawa. If they choose the ship, they will encounter a veritable army—about a hundred warriors and sailors, many villagers, the village's samurai overlord and his personal retinue, Tokugawa, his pilot, William Adams,

and other members of Tokugawa's staff and household.

The gamemaster is responsible for staging the events surrounding whichever rescue attempt the players' group decides to stage. When the action is about to begin (no sooner), Uraga will hand out the power packs, making sure that Sandor is the first to be armed. If the players attack the escort, Sandor will also have to be subdued. Actual resolution of combat, either with Ahjonah's watchdogs or with Tokugawa's supporters, is according to the normal DR. WHO: RPG rules.

If the group does not take any action, Uraga is likely to take unexpected action of his own, as discussed in the **Betrayals** section. Should a rescue attempt at the house fail, survivors who are not captured could make a second attempt in the street. However, the escort (because of the unsuccessful first try) would be doubled to 24 warriors. Failure in a street ambush would still allow an attack on the escort as it approaches the pier. If this course fails as well, anyone who is not killed in the fighting will definitely be taken captive by Tokugawa's men.

If the players fail in a rescue attempt and decide to fall back and return to Ukaza, Uraga will take a hand (**Betrayals**). The adventurers could also be captured during one of these attempts, or (after dealing with objections that Sandor and Uraga would raise) they could opt not to mount a second rescue attempt at all, but instead simply surrender to Tokugawa. Any of these outcomes leads to their capture, and to a **Meeting With Tokugawa** himself.

A successful **Rescue** opens up a whole different set of potential problems and questions.





WITH THE NINJA

If the person carried off from Ukaza by the ninja was not a player character, there is no need to worry about what befalls him. Only if he is a player character does this section come into play. If possible, the captive should be a Time Lord, because that makes it all the more urgent to find out the character's fate, and perhaps to retrieve him.

Upon capture, the ninja rendered their prisoner unconscious. When he finally awakens several hours later, he is reclining on a bed of cushions in an elegant home, with no idea where he is or what has happened.

The captive has two basic choices. If he decides to wait, letting events take their course, his captors will take little notice of him. Servants will tend to his needs and the ten samurai guards will prevent him from escaping. Thus will matters remain until he is rescued, if not by his own comrades, then by the *TX-4* crew and their samurai watchdogs. Note that this is what happens (offstage from the players' viewpoint) if Lamech is the captive and none of the player characters are involved in the rescue. After liberating Lamech, the party is betrayed by Uraga, but Sandor kills the traitor and the group escapes back to Ukaza.

The captive player character has another option, that of attempting to negotiate with his captors. This is not as easy as it sounds, for the overlord of the village will not see the prisoner unless the man persuades his guards to arrange it. Success in gaining the ear of the local *daimyo* depends on initiative and good use of *Negotiation/Diplomacy* skill, coupled with the player's understanding of how Japanese society works. A section in the **Game-master's Notes** deals with the mechanics of this, providing various modifiers to the Verbal Interaction process, based on how effectively the player makes use of Japanese customs in his appeals. He must initiate all contact; his guards will not even speak to him unless spoken to first.

If the prisoner does get the guards to take his request for an audience to their superior, he will receive a visit from Kazu Nagami, the local *daimyo*. Nagami will be interested in discussing anything to do with helping Tokugawa secure his victory, particularly if there is a way for the *daimyo* to gain power or prestige as a result. Other topics of conversation do *not* interest him, and he will quickly cut off any discussion of them.

The captive needs *Negotiation/Diplomacy* skill to deal with the *daimyo*. Success wins him a promise from the overlord to intervene on the character's behalf in discussions with Tokugawa. Failure leaves Nagami unimpressed and unhelpful.

In either case, a rescue attempt will take place before Tokugawa arrives or the captive can make further progress. Still, the groundwork laid at this time can prove very useful in later stages of the adventure.



RESCUE

Player characters may launch a rescue attempt as outlined in **Journey To Iwamoto**. If the captive is a player character but there are no player characters among the rescuers, the gamemaster should resolve a successful rescue at the house. Once the captive is reunited with his comrades, the group has decisions to make.

They may decide to return to face Ahjonah at Ukaza, which is what Sandor will definitely want to do. However, there is a chance that Uraga will commit one of the Japanese **Betrayals** of the adventure, and turn the entire party over to the Tokugawa's men, having first retrieved the power packs for their weapons. If Uraga has been eliminated already, the **Return To Ukaza** proceeds without difficulty. Otherwise, Uraga's treachery makes them Tokugawa's captives.

An alternative course is for the *group* to decide to contact Tokugawa, as the Japanese warlord is obviously concerned about the "wizard" Ahjonah. From him, the group can obtain material aid, such as a samurai attack to throw Ahjonah's people into confusion at a strategic moment, or ninja assistance in returning unnoticed to Ukaza. If the group *voluntarily* contacts Tokugawa, they can expect a higher chance of success than if they are taken before him as captives. In either case, however, the **Meeting With Tokugawa** becomes the focal point of their hopes.





MEETING WITH TOKUGAWA

Whether the characters come before Tokugawa Iyeyasu as prisoners, or approach the town openly with a demand to be brought before him, they will be ushered into his presence by an escort of extremely touchy samurai warriors. The Japanese warlord is an impressive figure, heavy-set but physically fit, with alert, calculating eyes and a face that betrays little emotion. He holds court from a folding stool set on a rise on the beach near his galley, surrounded by courtiers and advisors, and watched by rank upon rank of warriors. Notable among the advisers is a tall, bearded Caucasian in samurai garb, William Adams, Tokugawa's Anjin-san.

It will take successful use of *Negotiation/Diplomacy* skill to convince the warlord that Ahjonah presents a threat to Tokugawa's plans that only the adventurers can stop. If they come before him as captives, convincing him is a Difficulty Level VI challenge. If they come willingly, the Difficulty Level is V. If they have previously obtained the support of Kazu Nagami, reduce the difficulty by one additional level.

If Tokugawa Iyeyasu believes the group, he will order them released, and listen to any plans they may put forward. It is up to the adventurers to decide what, if anything, they want from the Japanese leader. With his support, they can greatly enhance their strength for a final confrontation with Ahjonah.

In the event they fail to convince Tokugawa, the players' party will be confined together in the house where the one prisoner was previously held. The sudden acquisition of so many barbarian prisoners, with their rather disturbing requests and ideas, has given the warlord pause, however. Though he does not grant their wish, he does decide to linger around Iwamoto for a day or two longer, perhaps to take action against Ahjonah on his own.

That night, still under guard, the adventurers receive a visit from William Adams. English pilot of a Dutch vessel cast up on the Japanese shore, Adams sympathizes with the group's

plight. He also believes their story of Ahjonah's plans to give Ishido better weapons, though he cannot possibly imagine just how devastating those weapons will be. Adams thinks that Ahjonah is a renegade Jesuit openly siding with Tokugawa's enemies, and his own burning hatred for Catholics in general and Jesuits in particular has Adams eager to take action against Ahjonah.

At first, Adams thinks the characters might also be Spaniards or Portuguese involved in the power politics of the Japanese struggle. He asks them to tell their story, alert for any hint that they might be Catholics or enemies of his people. As long as the characters avoid falsehoods suggesting that they are Spanish or Portuguese, Adams is likely to be sympathetic to their cause. Though really outrageous stories of time travel and the like might make him fear for their sanity, this kind of tale will certainly convince him that they are not in the service of his enemies. He knows that the Church would never condone an alibi of that kind, and anyone who would risk the Inquisition is a friend of Adams.

If Adams does perceive the adventurers as friendly, he will use his authority as a samurai and *hatamoto* in Tokugawa's retinue to order the group released on his own authority. Tokugawa Iyeyasu, he tells them, is contemplating an attack on Ukaza. He believes their claim that Ahjonah has weapons that might decimate Tokugawa's force, and so he is taking steps to counter that—by letting the adventurers act on their own. Adams is putting his life on the line for them, but wants their solemn oath that they will try to stop Ahjonah and then return to prove their honesty, and his good judgement, to Tokugawa.

Thus freed, the party has a chance to **Return To Ukaza**.



PRISONERS

Adventurers who refuse to cooperate with Ahjonah in the matter of tracing down the ninja and their hostage are again sent to prison. Here they stay until they either change their minds, succeed in escaping, or are rescued by their friends who *did* cooperate.

If the characters change their minds, roll 2D6. On a result of 9+, the rescue party bound for Iwamoto has not yet left, and the group can join it. Note that the gamemaster can telescope events in other sections to accommodate this as he wishes. Thus, no matter how long the group delays before leaving Ukaza, Tokugawa's galley will not arrive until the morning after they reach Iwamoto. Though not particularly realistic, this best preserves the drama and unity of the plot line.

In the event that the rescue party has already left, Ahjonah will put characters who decide to cooperate back to work inside his workshop. Also kept in the workshop is all the equipment (less weapons) carried by the group when they were captured, including Neema's portable sensor. This device and a Difficulty Level IV roll using *Navigation* skill allows the characters to locate Ahjonah's timeship, which is just over three kilometers north of town. However, Ahjonah keeps a close watch on the workshop, and getting access to the device will require a carefully developed and executed plan. The details are left to the players.

Characters who have the freedom to move about the town under escort may be able to get away. The chance for closely confined prisoners is substantially lower, but an **Escape Attempt** is still possible. If the characters have the assistance of returning comrades from Iwamoto, success becomes virtually guaranteed.



RETURN TO UKAZA

After leaving Iwamoto, the characters have an uneventful journey back to Ukaza. This trip gives them time to plan and prepare for the final confrontation with Ahjonah. If they are working with Tokugawa Iyeyasu or with Adams, they know that samurai troops will be on the march a few hours after them, and can use this information to plan for diversions or assistance.

Ahjonah has no intention of trusting any of the group except Sandor, who warned him of Lamech's double-dealing before the party left town. He has decided in the interim to dispose of them as soon as the hostage is returned, thinking himself safe from any countermeasures because he holds the timeship the characters want so badly. He also counts on Sandor to back him up. Thus, Ahjonah has arranged a warm reception for the party in the form of two Gatling guns and several musket-armed samurai posted around the courtyard of his house. When the group reports back to him, he plans to kill them all.

The gamemaster must balance this plan of Ahjonah's against whatever scheme the players hatch. If they approach by stealth, they will completely avoid this trap. They can avoid it by keeping some of their number out of reach, as Ahjonah plans to take them out all at once, rather than having to hunt down survivors. Assuming the players decide simply to walk into Ahjonah's home like lambs to a slaughter, use $\pi\pi\pi$ (Difficulty Level IV) as a measure of the chance for various group members to detect the trap before it can be sprung.

The actual resolution of events is left up to the gamemaster.



ESCAPE ATTEMPT

Characters being held as **Prisoners** have the opportunity to escape when food and water are lowered into their pit on a rope. Nimble characters might try to swarm up the three-meter distance before the guards can cut the ropes, although the chance of success is none too high. If fighting breaks out, it will do no good to try to take hostages or threaten guards. The guards are without fear, and a samurai clumsy enough to be taken captive by unarmed prisoners will certainly want to commit *seppuku* at the first possible moment thereafter. Failure of this escape attempt will cause increased security around the pit. Ahjonah will want to keep these prisoners as possible bargaining chips until he has disposed of the others.

Prisoners who are working for Ahjonah have more opportunities to escape. Each one is watched by 1D6 samurai at any given time (roll every so often to determine the exact number or any time players specifically ask about their guards). When prisoners are in the workshop or their living quarters, the guards generally wait outside. It is up to the players to come up with a plan of escape, while the gamemaster is responsible for resolving it. A bungled escape attempt will send the prisoners caught in the act back to the pit for safekeeping.

If the characters do not try to escape, it will be up to the rescue party returning from Iwamoto to rescue them from captivity. When there are player characters in this rescue party, allow them to plan and execute the operation as they see fit during their return to Ukaza. When the group coming back from Iwamoto is entirely composed of NPCs (Neema and Lamech, presumably), they will slip into Ukaza under cover of darkness to liberate the prisoners before Ahjonah is aware of their return. This sets the stage for **The Final Confrontation**.



THE FINAL CONFRONTATION

In the climax of the adventure, the renegade Ahjonah makes his last attempt to salvage his position as the adventurers and Tokugawa's samurai close in on him. Exact events must be up to the gamemaster, because so many factors depend on the plans, composition, and actions of the adventuring group and its allies.

If he fails to spring this trap and eliminate the group, Ahjonah will rely on his samurai to protect him. If they still have their Gatling guns, this force could become a formidable obstacle. The adventurers may be able to overcome this, however, either in open combat (energy weapons are still better than Gatling guns, as a rule) or through subterfuge (perhaps someone was bright enough to sabotage the professor's weapons while serving as a prisoner 'trustee' earlier).

When Tokugawa's samurai arrive (a hundred strong, but without muskets or other advanced weapons), Ahjonah's smaller force will be in big trouble *if* the adventurers have indeed put their best weapons out of action. In the confused fighting, however, Ahjonah deserts his companions and flees; the adventurers quickly lose track of him.

It should be obvious to anyone that Ahjonah's one safe bolt-hole is his timeship. Even though he cannot really travel forward in time, the scientist has all of Earth's past to hide in, as well as other parts of the planet in 1600 A.D. Tracking him down to his lair is absolutely essential. The group still needs his briode-nebulizer to save itself from being stranded here, and they cannot allow the unbalanced professor to reach some other safe haven where he can start his tampering anew.

If someone was previously able to get a detailed fix on Ahjonah's timeship, the group can now travel there directly. Otherwise, it becomes necessary to find Neema's portable sensor unit, get a fresh bearing on the lost timeship, and then set out in pursuit. The latter course consumes valuable time and could cause problems in the final stage of the adventure.

If the group can head straight for the timeship without pausing for navigational fixes, there is a good chance

that they can beat the professor to the prize. In essence, they are in a race. Because of the professor's artificially induced age, his head start is not as great as it seems. To simulate the race, the gamemaster can make a series of die rolls, adding the totals into a cumulative pool for each side. Ahjonah gets one free roll for being the first to set out, and after every five minutes of playing time that the players spend trying to figure out where he went, an additional roll should be made. He gets three extra rolls if the characters have to retrieve the portable sensor and take a fresh reading. Thereafter, *each* side gets ten die rolls. The first side to accumulate 35 points reaches the timeship's hiding place first. If the professor accumulates 60 points before the characters come on the scene, he will have the timeship nearly ready for launch by the time they arrive.

The timeship is concealed in a cave whose entrance is shielded by a holographic image of a cliff face and a simple force field. Neema's sensor can detect both. Once detected, the generators can be deactivated with a Difficulty Level V application of *Force Field Systems Technology* skill. Ahjonah shuts down the system when he arrives; characters who cannot get in otherwise can conceal themselves and then follow him in. If the characters find the force field deactivated, then Ahjonah is already inside and preparing to leave.

If the adventurers arrive at the cave first, anyone with *TARDIS Systems Technology* skill can remove the briode-nebulizer without difficulty. This makes the timeship inert and the group's most pressing task complete, but it does not do much about Ahjonah. Even when deprived of his power base, he is still too dangerous to leave running around in the 17th century.

Should Ahjonah reach the timeship first, it will still take him quite some time to power up the vehicle and depart. If the group enters immediately after he does (following him into the cave), they can tackle him without fear of the consequences. If they enter at any point after the gamemaster has accumulated 60 points in his cumulative die-rolling, Ahjonah is close enough to departure that he can vanish from sight into the timestream at the touch of a button.

The precise end of the adventure will depend largely on the exact situation that sets the stage for this climax.

If the adventurers can render the vehicle useless, Ahjonah is beaten. Very likely, he will be so overcome with shame and remorse that he will choose to commit *seppuku*, which would be appropriate for a samurai. It will be up to the players to decide whether or not to stop him.

Should Ahjonah be set upon before he can program the timeship to depart, the most likely resolution will be a fight. As the professor is outnumbered, he cannot really win. If he's backed into a corner, he is again likely to suicide. Neither outcome is inevitable, however. Perhaps the adventurers can render him unconscious, to be returned to the future when the whole group departs the year 1600 A.D.

The most dramatic conclusion, and probably the one most in line with the spirit of the *DOCTOR WHO* TV series, is to allow Ahjonah to be ready to escape in the timeship when the adventurers arrive. In this instance, violence is not a reasonable recourse. Ahjonah is standing at the control console, the timeship dome still open, with his hands over the controls as the confrontation begins. Shooting him would not do much good, because he could still launch the craft with a careless twitch of the finger. Based on what they have learned about the scientist's peculiar psychological makeup, smart players will attempt to talk him out of fleeing.

Ahjonah thinks of himself as samurai, but his abandonment of his village and his followers at Ukaza was not in keeping with the code of Bushido. By failing to live up to the Warrior's Code, Ahjonah has dishonored himself. After everything he has gone through, he must certainly be a very confused old man.

Allow a character who can roll against *Human Psychology* skill at Difficulty Level IV (or ITN at Level VI) to recognize this fact, even if none of the players seem inclined to grasp it. Rather than use skills, the gamemaster should try to use pure roleplaying to determine the outcome of this last desperate plea. If the players show an understanding of what makes Ahjonah tick, and seem to be pressing the right buttons, they should be successful. When and if the renegade is shown

how poorly he has lived up to his adopted ideals (combined with the guilt he probably feels for plotting against his friends and trying to erase the whole fabric of his own civilization), Ahjonah collapses, and the adventure is over. After he recovers, he will (again) most likely want to seek solace in *seppuku*. Whether or not he is successful depends on the forethought and reactions of the players.

Finally, when players are simply too dense to solve the crisis in a non-violent fashion, there is a final alternative. Should Ahjonah push the button on the machine, there will be a few moments before the dome closes and the ship vanishes. Characters with sufficiently speedy reflexes could jump aboard the timeship and settle matters by giving Ahjonah a sound thumping as the *TX-3* begins to go back in time. It is targeted for another decisive period in history: 1240 A.D. at Liegnitz in Silesia. Once there, Ahjonah hopes to place himself in a position to dominate the Mongols who will invade Europe in another year, then persuade them to continue their path of conquest so that he can resume his plan of unification and rule. By the time the fight is over, the ship will arrive at its destination.

No human could jump 360 years back to 1600 A.D. in the faulty *TX* timeship and survive. A Time Lord, however, could. The shock of sudden aging would almost certainly trigger a fresh regeneration on the spot. If a human is on board, he will have to stay in 1240 A.D. while a Time Lord takes the vehicle to feudal Japan, repairs the *TARDIS*, and then goes back for him. Humans who go back without a Time Lord could use *Temporal Science* skill at Difficulty Level IV to send the timeship back to 1600 A.D. on automatics (with word of where and when they are stranded) so that the vehicle may be cannibalized and a rescue mission mounted.

Of course, given the problems sometimes inherent in actually *steering* a *TARDIS*, someone left behind in 1240 A.D. might be in for more than a little bit of a wait. (Such an outcome definitely gives rise to the possibility of fresh adventures for the Time Lord and his Companions.) However, such matters are best left in the hands of the gamemaster. As a solution to the problems posed in the adventure, this last option is decidedly inelegant and a sign of bad management.





BETRAYALS

The politics of feudal Japan were notorious for double-dealing, deception, and treachery, and no adventure that involves samurai would be proper without the chance of a betrayal along the way.

Kenjiro Uruga, Ahjonah's Japanese lieutenant, conceives a definite interest in the 'barbarian wizards' who have arrived at Ukazu. The samurai has come to realize that the advanced technology these strangers can introduce are a key to power, and power is what Uruga covets. With Ahjonah already serving Ishido, the only way to profitably exploit the newcomers is to deliver them into the hands of Tokugawa Iyeyasu. The samurai who was able to control their work would receive much credit, much support, and a vast amount of power as Tokugawa's ally.

Though not from feudal Japan, the *TX-4* crewman Sandor is quite likely to fit in well with Japanese politics. From the time they first meet Ahjonah, Sandor is convinced that the scientist is right. Ahjonah was his mentor, and volunteered for the *TX-3* mission when everyone was sure it would lead to certain death. Now Sandor becomes devoted to Ahjonah's cause, and will spy on his fellows, keep them under close guard, and betray them to his master when he feels the time is ripe. Until that time, he plays a dangerous double game, taking sides against the group only when it seems likely to jeopardize Ahjonah's mission.

At several points throughout the adventure text, the possibilities of betrayal are hinted at. It is up to the gamemaster, however, to determine just when these two traitors are likely to make their moves. The irony of the situation is that Uruga (Ahjonah's trusted lieutenant) is likely to help the group, while Sandor, who should know better, is actually ranged against them. The gamemaster should bring this out forcefully in the course of play.

Obviously, once a traitor makes his move, he is unlikely to be a further danger. However, if Uruga is still with the group when they turn to Tokugawa, he will want to stay involved in their affairs. He presents one final,

potentially dangerous barrier to the group's efforts to leave the scene quietly. If the gamemaster *really* wants to have some fun, Uruga-san could become an unexpected Companion as a result of a last-ditch effort to keep the adventurers from leaving. For this reason, the gamemaster might even choose to have Uruga be a player character throughout the adventure, or allow him to be taken over by a player whose character is killed or otherwise retired during or after the adventure.



ENDING THE ADVENTURE

Once the group has recovered the briode-nebulizer from Ahjonah's timeship, they still face a few other nagging problems.

Most pressing is Tokugawa. The warlord might make things more than a bit sticky for the characters. If he thinks he can use them to his advantage, he would not hesitate to bind them to Japan by force. Samurai overlords have the right to seize foreign ships found outside the port of Nagasaki, and if the *daimyo* realizes that the TARDIS is a 'ship' of sorts, he might just try to keep them from going back on board. Moderate intelligence on the part of the adventurers should prevent this.

If William Adams helped them to escape, the characters are duty-bound to return to Tokugawa's camp and so keep the Anjin-san from facing his warlord's wrath. History does *not* record the death of William Adams in 1600 A.D., but he is quite likely to die unless he can produce the adventurers once more. *Negotiation/Diplomacy* skill will probably allow the group to talk Iyeyasu into letting them go free. Failing that, they may think of other tricks such as persuading Tokugawa to let them demonstrate how the "magic blue cabinet" can hold all of them, despite its small size.

Finally, there is the question of the *TX-4* crew (and Ahjonah, if he is still alive). An incidental historical record shows that Lamech, Commander of the *TX-4*, has some unfinished business to resolve. History records his involvement in the construction of the Nerva Space Ark, and his son Noah, is destined to play a part in that project as well. He has to be taken back to 5148 A.D. (Obviously, the gamemaster must manipulate events so that Lamech stays *alive*.)

At the same time, the Time Lord and his Companions must discourage further experiments in human time travel. It is not only that the High Council frowns upon the development of time travel by other races; more importantly, history shows that no workable human time travel was actually developed during this period of history. With Ahjonah dead, there is little chance of the experiments continuing, but it would be wise for the characters to see to it that human energies are turned along a more productive course. **Two By Two**, the short epilogue at the end of this booklet suggests one way of wrapping up this aspect of the story.

Finally, it is crucial that the players gather up and either remove or destroy any anachronisms, including the two inoperative timeships, Gatling guns, rifles, and all of Ahjonah's plans and blueprints, not to mention Ahjonah himself and any other time travelers floating about in 1600 A.D. (or 1240 A.D.). If they do not think of it on their own, the gamemaster must find a way to remind them of this aspect of their responsibility as CIA operatives and/or time-travellers.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

BACKGROUND INFORMATION

The information in this chapter is for the **GAMEMASTER'S USE ONLY**. Although some of the material is covered in the **Players' Handout** and in **The Adventure** chapters, it has been consolidated here for easy reference. In fact, the gamemaster should consider the material in this chapter as his sole source of accurate background information because the historical or sociological data included elsewhere in this booklet may at times be incomplete, slanted, or completely inaccurate.

Before beginning play, the gamemaster should familiarize himself with the contents of this chapter. A thorough working knowledge of the material will help him create the atmosphere and imagery of the adventure. It will also help him to improvise new events and situations when and if the players take off in unforeseen directions.



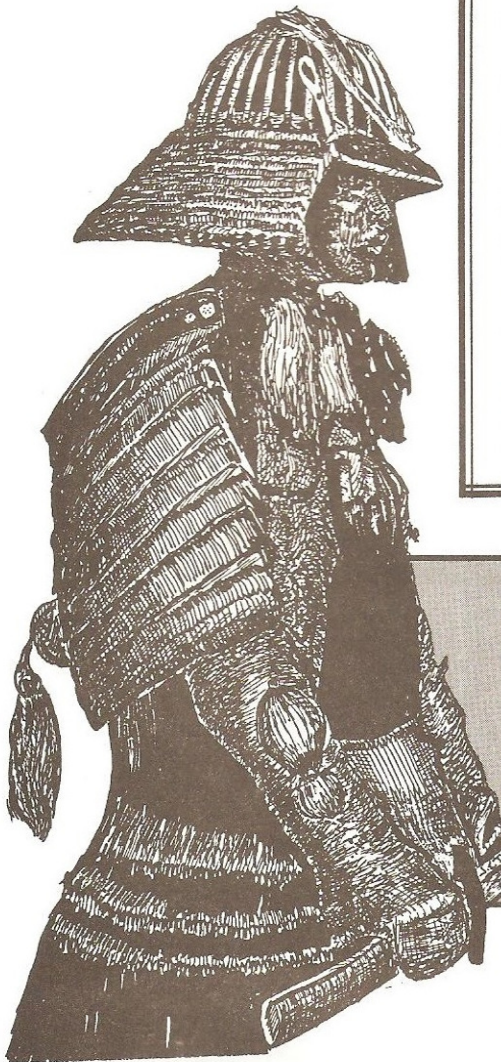
FEUDAL JAPAN

Japanese tradition held that their empire was founded in 660 B.C., when the first emperor, Jimmu, came to the throne. Jimmu was believed to be descended from the gods. Indeed, the emperor's divinity continued as a cornerstone of Japanese political and social structures right through to the 20th century. Actually, historical records of Japan do not appear until almost 1200 years later, in the 6th century A.D., when the imperial line established its supreme power over the scattered tribes and clans of the Japanese islands. Buddhism arrived in Japan in this era, and the Japanese began to enjoy regular contacts with the Chinese mainland and Korea.

In the 12th century A.D., imperial supremacy faded as the old aristocracy faced a serious challenge from Japan's warrior class. First came a series of power struggles between various noble factions, which came to a head in the Hogen Rebellion of 1156. In this battle, the noble families contending for power at court employed warriors to fight for them, which gave the warrior class a sense of their own power. By 1159, warrior families were competing openly with the traditional nobility for power in the Heiji Rebellion. By 1192 A.D., Minamoto Yoritomo, leader of one of the warrior families, became the first *shogun* of Japan.

The shogunate invested all actual power in the hands of a military dictator who ruled, like the Roman emperors, on the basis of his command of army support. Though stripped of power, the emperor and the imperial court remained as figureheads whose function was to bestow legitimacy upon the ruling *shogun*. Unlike Rome, Japan was not actually united under the shogunate. Numerous samurai clans continued to function independently as powerful families contending with one another for political power, with support from vassals and allies. Although the shogunate tended to remain a dynastic office within a single, powerful family for long periods of time, the rise of other coalitions brought about a breakdown in the power of the shoguns. For a time, the shoguns were as much puppet rulers as were the emperors, dominated by another family that held true power. At the end of the 13th century, there was a brief period when the imperial family attempted to reassert itself, but by 1400 A.D., both the emperors and the Ashikaga Shogunate had fallen into disrepute. Civil wars wracked Japan with increasing regularity.

In 1567 A.D., Oda Nobunaga deposed the last of the virtually powerless Ashikaga shoguns. Like his predecessors in power, he was samurai, but sought to impose a new order over Japan. Rather than maintaining the shogunate, he set out to establish a more unified Japan through conquest rather than by a delicate balance of political coalitions. In 1582, Nobunaga committed suicide after being betrayed by a subordinate.



Nobunaga was succeeded by the talented Toyotomi Hideyoshi, a commoner who aspired to power. He continued Nobunaga's work, laying the foundations for a new, unified nation by allying himself with those feudal lords who could not be conquered. His reforms included an attempt to freeze society, so that there could be no social mobility and hence no displacement of work forces. He also tried (unsuccessfully) to promulgate laws that so tightly controlled individual conduct as to eliminate the intrigue characteristic of Japanese society. It was Hideyoshi who required all lower classes to surrender their weapons, leaving the samurai class the sole legal possessors of any weapons.

Hideyoshi's ambitions proved to be his undoing. In a bid to spread Japanese power overseas (possibly even to become a world conqueror), he launched a series of campaigns in Korea between 1591 and 1597. Though victorious on land, the Japanese were unable to keep communication routes open across the Sea of Japan, and so were ultimately forced to retreat. Hideyoshi died in 1598; his son, Toyotomi Hideyori, was still a minor at the time.

Tokugawa's enemies banded together to unseat the warlord, whose obvious aim was to use young Hideyori to consolidate his own personal power. At the battle of Sekigahara late in the year 1600, Tokugawa defeated this coalition. By 1603, he was able to revive the office of shogun. He allowed Hideyori to remain alive until the *taiko* rebelled in 1614.

By 1615, Hideyori and his mother were dead and the Tokugawa shogunate secure after a siege of Osaka castle. Iyeyasu died a year later, but his successor Tokugawa Hidetada continued his policies and secured the new dynasty's power. The Tokugawa shogunate remained in power until 1867, when the Meiji emperors reasserted Imperial power, and brought Japan into the modern world.

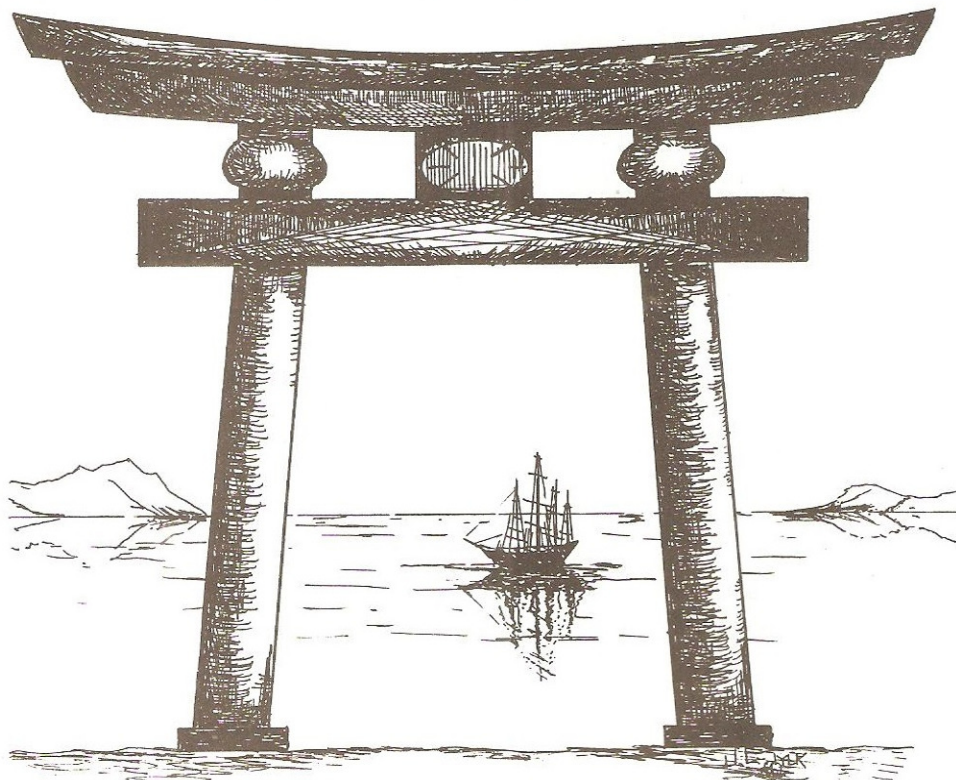


TOKUGAWA'S IMPACT

Tokugawa Iyeyasu was an interesting contrast to Hideyoshi, his predecessor. The *taiko* stood for expansion of Japan, as shown by his attempt to conquer Korea. In contrast, the Tokugawa shogunate was against contact with the outside world. Iyeyasu and his successors persecuted Christianity, and expelled the proselytizing Portuguese, who had previously controlled Western trade with Japan, in favor of the Dutch. Even the Dutch were forced to confine their contact with Japan to a single port at Nagasaki however. Korean and Chinese traders were also limited in number and freedom of movement, and no Japanese were allowed to leave their island nation. The isolationism of the Tokugawa shogunate continued until Commodore Perry's American fleet 'opened' Japan in the 1850s. Under the Toyotomis or others of Tokugawa's enemies, things might have been quite different. A warlord willing to integrate Western technology with Japanese culture might well have brought about the rise of a Japanese empire 300 years before Pearl Harbor, at a time when the East might have stood a

chance of resisting the dominion of Western civilization.

Internally, Tokugawa's policies were not much different from Hideyoshi's. He encouraged and expanded upon the rigid stratification of Japanese society. Iyeyasu established the Japanese capital at Yedo (Tokyo), and weakened feudalism by forcing the samurai clans to provide family members as guests (hostages) at the capital as insurance of good behavior. While developing a class system in which samurai were dominant, Iyeyasu and his successors failed to halt the rise of the lowly merchant class (whose handling of money was deemed "dishonorable") to economic importance. Though the merchants were unable to supplant the samurai as a class, they were eventually able to use their wealth to gain marriage ties with their rulers, and to influence the government in matters affecting them. Even before the coming of Perry and the collapse of the shogunate, Iyeyasu's carefully balanced and jealously guarded social order was becoming unstable as other classes besides the merchants also began to challenge the authority of the samurai. Still, the Tokugawa system endured for 267 years, and it is interesting to speculate what might have been the future of Japan if its internal stratification and stagnation had not inevitably led to decay.





JAPANESE SOCIETY

Japanese society in 1600 A.D. was already rigid and formalized. Boasting a thousand-year-old civilization, the Japanese people could lay claim to a mantle of refinement and culture far surpassing the European nations of the day. Within this civilized, graceful society, however, there lay a streak of savagery.

SOCIAL STRUCTURE

At the top of the Japanese social pyramid was the imperial family and their court, though their power had oscillated from absolute to nonexistent over the centuries. Strong shoguns and powerful samurai lords made a habit of keeping weak rulers, especially children, on the throne. Nevertheless, the emperor and his family, descended from Amaterasu the Sun Goddess, were revered and respected even by those warlords who kept the imperial court penniless, powerless, and virtually captive.

The samurai formed Japan's warrior aristocracy. Most were members of powerful families, extended clans headed by a *daimyo* (lord) who controlled a province of the empire. The *daimyo's* relatives and trusted vassals were *gokenin*, rulers of districts and other smaller areas. Below them were samurai retainers whose fiefs comprised a single town or village. A *daimyo* might also have had the services of one or more *hatamoto*, high-ranking advisors and assistants who were often significant landholders in their own right. The samurai owed allegiance to their overlord, and assembled at need to fight in his behalf.

Samurai who held land without being retainers to a particular *daimyo* were *ji-zamurai*. There were also numerous samurai who were neither landholders nor retainers to a powerful lord, but instead attached themselves to minor leaders or else acted as mercenaries. Finally, there were the *ronin*, dispossessed samurai who had either been expelled from their birthright by their *daimyos* or who were the survivors of a destroyed clan.

After the reforms of Hideyoshi, the samurai were the only class allowed to bear weapons. They could be distinguished by the two swords, the *katana* and the *wakizashi*, which all samurai carried. Samurai were also permitted to adopt two names, a clan name and a personal name. The personal name was used only by friends, relatives, and retainers, and was the individual's *last* name. Thus, Tokugawa Iyeyasu is Iyeyasu (the personal name) of the Tokugawa clan. Many lords adopted additional names descriptive of their authority, but such names do not appear in this adventure.

The samurai had almost unlimited authority, restrained only by their own notions of honor and by the force of hundreds of years of custom and tradition. Any samurai in Japan was free to kill any member of a lower class for any reason, without having to offer so much as an explanation. Their *bushido* tradition, the warrior's code of honor and conduct, was the only form of restraint imposed upon them, though it could be a very powerful moderating influence, due to the dictates of *on* ("face").

Below the samurai in status were the Shinto and Buddhist priesthoods. Religion exercised a subtle influence in feudal Japan, with none of the fervent zeal that characterizes the whole of Western religion. Hideyoshi banned the spread of Christianity, however, and the Tokugawa shogunate later made persecution of Christians a common practice. Though Shinto was the religion from which the Empire derived imperial legitimacy, actual Japanese religious practice combined many aspects of Buddhist and Shinto beliefs into a relaxed, fatalistic philosophy. As a result, the priesthood, though important in everyday life, never assumed the secular power characteristic of the Christian clergy.

Below the priest level were the three commoner classes, the *hyakusho* (peasant farmers, fishermen, and woodsmen), the *shokunin* (craftsmen, artisans, and other laborers), and the *akindo* (merchants, tradesmen, and other commercial interests). The *akindo* were despised

and the *hyakusho* peasants respected in Japan's social hierarchy, which is not surprising in a culture where farming and fishing were essential to survival while trade, as a rule, was limited at best.

The peasants, like the samurai, tended to emphasize family ties. Artisans and merchants were more likely to associate in guilds. The commoner classes (*heimin*) were not allowed to possess weapons in the era of this adventure, and (to the samurai, at least) possessed only one name—a nickname, at that. Though they had formal family names, commoners were almost always referred to only by this nickname based on appearance, occupation, or achievements. Most such *heimin* names were along the lines of "Assistant Cook" or "Old Porter".

The bottom rung of society was the *eta* class, untouchables who lived apart from the rest of society and performed all the jobs considered unclean or dishonorable by the rest of the populace. This included butchering animals, tanning hides, handling human dead, the execution of criminals, and so forth. Living in villages completely separated from their fellow Japanese, the *eta* rarely came to the attention of the upper classes.

Theoretically a part of the *eta* caste, but in fact enjoying a totally unique place in Japanese society, were the notorious ninja. Working outside the accepted social structure of Japan, the ninja were clans of highly skilled professional assassins. Their reputation was fearsome. Through superb training, they were able to move with unparalleled stealth, and their fighting skills were legion. Samurai frequently employed ninja to strike at enemies when honor forbade direct action. Although theoretically subject to the laws concerning exclusive samurai possession of weapons, the ninja were able to draw on a wide and impressive arsenal to carry out their sinister work.

Unlike other classes, the ninja were very little concerned with honor. They were unlikely to commit *seppuku*, or to indulge in the senseless bravery so characteristic of samurai workers, because they had no 'face' to save. Treacherous and cunning, the ninja were the ultimate weapons of feudal Japanese society.

CUSTOMS

Japanese civilization placed extreme emphasis on courtesy, duty, and obligation, but with a minimal regard for such Western concerns as privacy, personal freedom, or the individual's desire to live. Their culture also placed great emphasis on beauty, grace, and artistic endeavor, yet often appeared savage and bloodthirsty to foreign eyes.

Politeness was an essential outgrowth of the crowded conditions and lack of privacy that prevailed in Japan. Ordinary speech was laced with carefully phrased formalities and courtesies. Use of honorifics, apologies, and flowery phrases were demanded almost constantly. In speech, there were three modes: superior, used to one's social inferior; equal, used to others of the same class or standing; and inferior, used when addressing someone of higher standing or status. Moreover, speech could be couched in polite, neutral, or impolite terms, though even the most impolite speech would have sounded formal and stilted to Western ears. The correct use of modes and attitudes of speech was vital to all interactions in Japanese society.

Most homes were made up of a single large room separated by light wood-frame paper screens. In such a setting, privacy was virtually impossible, and so loud or boisterous behavior was considered extremely rude. Before entering a house, the Japanese removed their shoes. The longer samurai sword, the *katana*, was also set aside at the door, to be reclaimed on departing. The samurai retained his short sword (*wakizashi*), but usually left it to rest alongside him on the floor, unless he was in a home where he expected trouble (or wanted to be insulting to his host).

To preserve their roads, the Japanese strictly regulated the use of wagons and other wheeled vehicles. Horses were available but expensive, and so most traffic went on foot. Wealthy or important people often travelled in sedan chairs, however. Despite their island heritage, the Japanese were poor sailors who relied on coasting galleys for travel. These oared galleys were not slave ships. Rather, the military models were crewed by samurai, while other boats were manned by ordinary members of the *heimin* classes.

Women held a distinctly inferior position in Japanese society, being little more than the property of their

husbands, brothers, or fathers, and with few rights of their own. Absolute fidelity was expected in marriage; however, courtesans (including the famous *geishas*) were often highly respected. Women were by no means excluded from education, however. They were the household managers and advisors of their husbands or consorts.

"FACE"

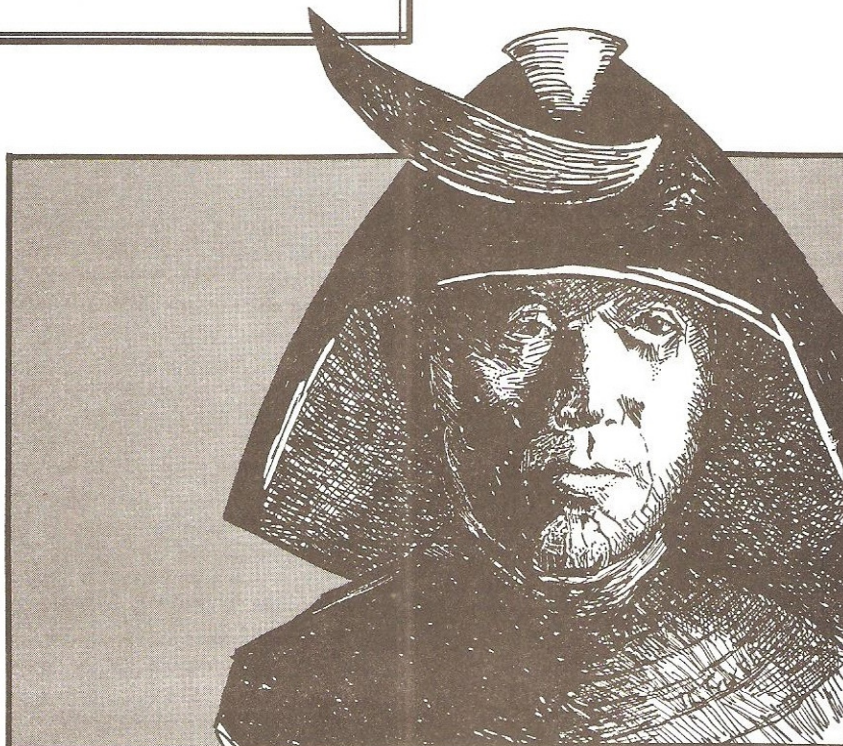
"Face" (*on*) played an important part in the life of any Japanese outside the *eta* and *ninja* classes, and was particularly central to the *bushido* code of the samurai. However, the Japanese conception of honor is not at all similar to a Westerner's understanding of the term.

Japanese in general and samurai in particular were much concerned with the way others perceived them. Thus, 'face' was a measure of the figure they cut in society. To lose face—to be insulted without fighting back, to fail in a duty or obligation, to be perceived as a coward or a fool—was to suffer humiliation. Face was gained by heroism, intelligence, cunning, or nobility.

In Japanese society, there was a strange balance between pragmatism and a rigid obedience to codes of contact that might seem foolish or barbaric to a non-Japanese mind. Despite their apparent devotion to duty and obligation, the Japanese did not find that their sense of honor in any way forbade treachery and intrigue. It was perfectly acceptable to betray an

overlord, provided the betrayal resulted in the successful replacement of the lord by someone who was a friend. If the betrayal failed, the traitor was expected, because of his loss of *on*, to take his own life. Society condoned the breaking of any rule or law, provided the violation could be justified, and as long as the perpetrator was willing to pay with his life.

Seppuku was the act of ritual suicide famous as a samurai response to shame. A samurai who has lost *on* through an ill-timed betrayal, a defeat in battle, or other major humiliation could choose suicide as a way to leave this life with honor intact. In the code of *bushido*, facing death bravely made up for a multitude of sins. At times, *seppuku* could be avoided only by the direct order of the *daimyo*; in other cases, suicide might be deferred temporarily. Though the act was largely voluntary, to avoid it in the face of deep humiliation merely compounded the loss of *on*. There was a carefully prescribed ritual to *seppuku* that involved meditation, a very precise self-inflicted wound to the stomach, and the intervention of a designated second in the event of failure. Under urgent circumstances (such as attempting to avoid capture), a samurai could cut the process short, however. The short sword, the *wakizashi*, was used to carry out *seppuku*. As women carried no sword, those of the samurai class used knives to commit suicide.





JAPAN AND THE OUTSIDE WORLD

In 1600 A.D., Japan was almost unknown to the Western world. Europeans first discovered the island in 1543 when three Portuguese sailors were shipwrecked on Tanega Island south of Kyushu. The firearms they carried were the first seen in Japan.

The Jesuit missionary St. Francis Xavier arrived in Japan just five years later, in 1548. Between 1550 and 1600, Christianity took firm hold in the nation; at the time of this adventure, there were as many as 700,000 Christian converts in Japan. As with so many aspects of Japanese society, however, the coming of Catholicism to Japan meant different things to Westerners and Easterners. The *daimyos* in Japan realized that superior Western weapons and battle tactics were potentially useful, and saw Christianity as a gateway to learning those secrets. Indeed, a large proportion of the converts adopted the foreign religion under direct orders of their overlords.

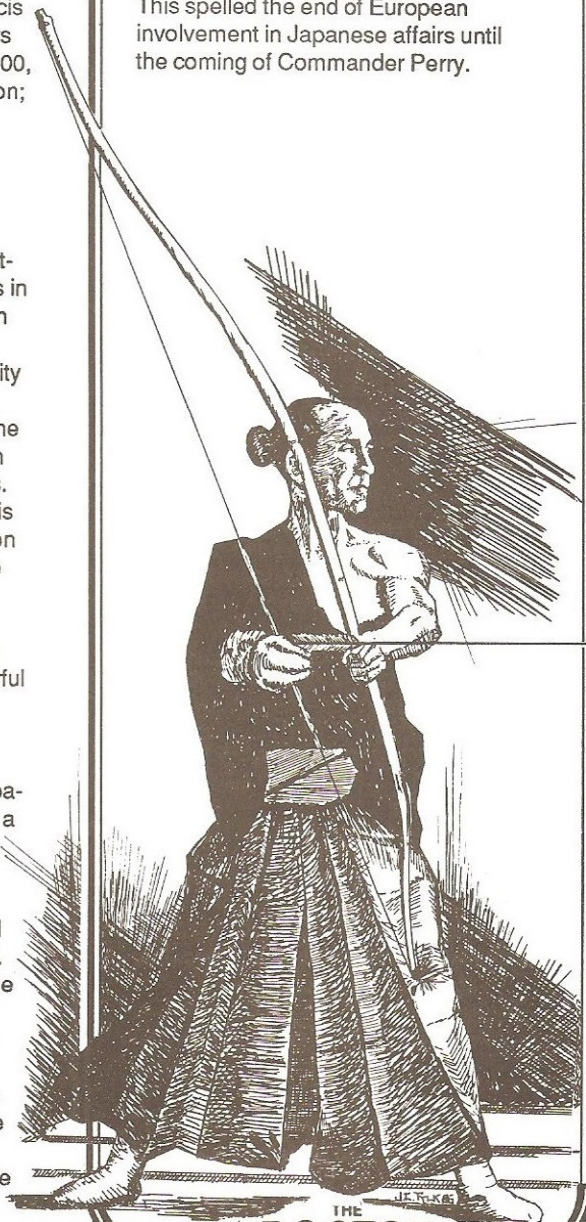
In 1587, Hideyoshi reversed this trend with an edict against conversion to the Catholic faith. By this time, the *daimyos* were concerned with the Church's penetration of Japanese affairs. The Portuguese (now under Spain's control) had built up a powerful but subtle economic dominion.

Moreover, the concept of dual loyalty to secular lords and to the Church in Rome was contrary to Japanese custom, and was perceived as a further threat to Japanese society. Nevertheless, the Portuguese and Spanish continued to play an influential role in the affairs of Japan until the rise of the Tokugawa shogunate.

In 1600, one William Adams, the English pilot of a Dutch privateering expedition, arrived in Japan. Adams became attached to Tokugawa's retinue, learned Japanese language and customs, and ultimately became *hatamoto* to the warlord. Known in Japan as "Anjin-san", Adams was the first non-Catholic voice from the Western world to come to Japan. As Japan's new leader turned his back more and more on the Catholic West, Adams became Tokugawa Iyeyasu's advisor on shipbuilding and other

Western affairs. Significantly, the only foreign trade through the port of Nagasaki permitted after the closing of Japan in the late 1630s was from the Netherlands, home of Adams' Protestant comrades.

The accession of Tokugawa to the shogunate brought on a new wave of bans on the spread of Christianity, and Iyeyasu's son Hidetada became a militant persecutor of Christianity in Japan. Again, the reasons had less to do with religious differences than with concern over the influence Europe might exercise, through the religious channel, over Japan's internal affairs. This spelled the end of European involvement in Japanese affairs until the coming of Commander Perry.



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GLOSSARY OF JAPANESE TERMS

In *City Of Gold*, a previous DR.WHO: RPG adventure from FASA, it was suggested that TARDISES provide instant translation of new languages for their passengers. Therefore, players of *The Warrior's Code* will not need to learn Japanese or to find local interpreters to deal with the NPCs they encounter.

A number of Japanese words for titles, weapons, and social classes have been sprinkled throughout the text, mostly for flavor. Though these words are defined in that context, the gamemaster will find them also defined here for easy reference.

AKINDO

The merchant class, lowest of the three *heimin* castes.

ANJIN

Japanese for "pilot". *Anjin-san* was the name given to English navigator William Adams in Japan.

BUSHIDO

The code of conduct of the samurai class, the "warrior's code" of obedience, duty (both to overlords and to retainers), and honor by which the Japanese warrior (*bushi*) lived.

DAI-KYU

A "great bow", an asymmetrical longbow used by samurai warriors in long-range combat.

DAIMYO

A samurai lord, ruler of a province or an extended feudal fief.

ETA

The lowest class of Japanese society, pariahs whose handling of dead people and animals cuts them off from the mainstream of society.

GEISHA

A professional female entertainer who specializes in singing, dancing, and storytelling. These highly regarded and well-paid courtesans were much more than prostitutes, being more closely parallel to the hetaira of Ancient Greece.

GOKENIN

A high-ranking samurai vassal in the service of a *daimyo*. *Gokenin* rule large fiefs within the *daimyo*'s province, and in turn receive the fealty of samurai with smaller landholds within their district.

HATAMODO

An advisor or aide to a *daimyo*.

HEIMIN

The commoners of feudal Japan, including the peasants (*hyakusho*), artisans (*shokunin*), and merchants (*akindo*).

HYAKUSHO

Peasants who earn their living from land or sea, e.g., farmers, fishermen, and so on. As the food-producing class in a realm short on arable land and plagued with population problems, the *hyakusho* were the most important of the *heimin* castes.

JI-ZAMURI

Samurai landholders without affiliation to a higher lord. These independent "country squires" were somewhat less involved in the major power struggles among the *daimyo* factions, except as they chose to align with various groups.

KATANA

The classic "samurai sword," a one-meter long bladed weapon used best for slashing and cutting attacks. This was the samurai's most important and personal weapon.

NINJA

The professional assassins of Japanese society. Organized into numerous clans and groups, they were no more unified in goals or allegiances than the samurai. Ninja existed largely outside the bounds of Japanese culture, and did not subscribe to the same codes of conduct as other classes.

NUNCHAKA

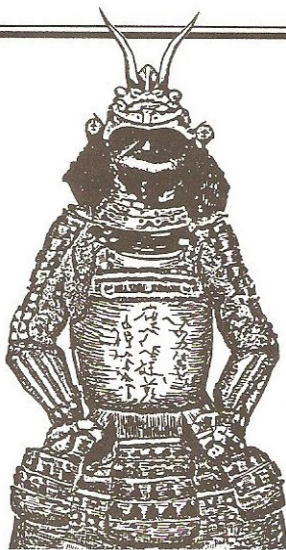
Originally an agricultural tool, the *nunchaka* was a two-handled flail also used as a devastating weapon. In an era when traditional weaponry was forbidden to the lower classes, the *nunchaka* emerged as a handy improvised weapon that peasants could safely carry.

ON

Generally translated as "face", *on* was the measure of personal honor and pride governing much interaction between individuals. Actions that cause *on* to increase were considered honorable; those resulting in a loss of *on* were shameful and humiliating. A severe loss of *on* could lead to a desire to commit *seppuku* as a way to escape the shame.

RONIN

An outcast samurai who has lost his status and position. If the shame of their loss was not sufficient to call for suicide, *ronin* often became brigands or wandering mercenaries.



SAMURAI

The root of the word means "to serve". Technically, samurai refers to those warriors in the service of a *daimyo* or other feudal superior, while the word *bushi* refers to the warrior class in general. In practice, however, samurai has become synonymous with the whole warrior class of feudal Japan, and denotes any Japanese warrior.

SEPPUKU

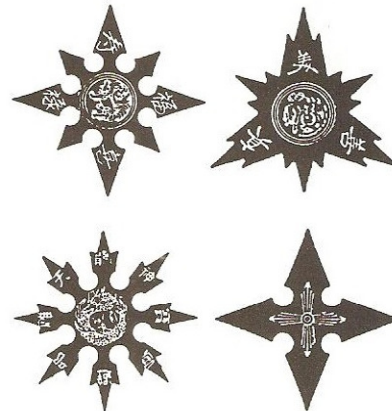
The act of ritual suicide practiced by a Japanese whose *on* has suffered a serious blow through extreme humiliation or serious failure. Like most 17th-century Japanese behavior, *seppuku* was characterized by elaborate and rigid rules and ceremony.

SHOGUN

A military dictator, theoretically appointed by the emperor to keep order in the realm. In practice, the shogunate was a prize sought by various *daimyo* factions and then guarded jealously in a dynastic succession for as long as a clan could maintain dominance. At the time of this adventure, it has been almost a half-century since a shogun was last in power, and several centuries since the authority of the shogunate was sufficient to keep order in Japan.

SHOKUNIN

The artisan class of feudal Japan. Among the *heimin*, the *shokunin* caste was more highly regarded than the merchants, but distinctly inferior to the peasant farmers and fishermen.



SHURIKEN

Throwing stars, small-edged discs thrown with great accuracy by ninja assassins. Shuriken could be poisoned.

TAIKO

Though actually a synonym for *shogun*, *taiko* is used in this adventure to refer to the military dictatorship established by Oda Nobunaga, continued by Toyotomi Hideyoshi, and theoretically passed to his son Toyotomi Hideyori. With Hideyoshi's death in 1598, the title became an empty one; young Hideyori never exercised the power of the dictatorship for himself.

WAKIZASHI

The short sword of the samurai, a thrusting weapon used both in combat and in the ritual of *seppuku*.

MODES OF ADDRESS

In addressing any Japanese, use of the individual's name without any form of honorific was considered the rule. It was done only when speaking in superior mode, and even then was considered inelegant and boorish. Failure to use the honorific when addressing an equal or a superior was an insult not to be tolerated.

The honorific *-san* is most frequently used as a polite form of address to members of either sex. Thus, for example, Kenjiro Uruga would be addressed as Uruga-san.

Great respect is conveyed by the honorific *-sama*, used to indicate that the individual addressed is of higher status. It is almost never used with a woman. Someone wishing to curry favor with an equal might use *-sama*, though it would be almost mandatory when addressing an important *daimyo* or other leader. Thus, Tokugawa Iyeyasu-sama is an expected form of address, although his equals and near-equals might use Iyeyasu-san without giving offense.





THE TX PROJECT

Though Earth was once queen of a star-spanning empire and the leading planet of the Federation, its influence declined between 4500 and 5000 A.D. Exhausting clashes with the Daleks and the Movellans were a major factor in this decline. Though the Earth Empire was victorious, these clashes also tended to strengthen the frontier worlds while weakening Earth's influence. Earth grew increasingly decadent and isolated, the victim not of war or disaster, but of an internal rot.

By 5000 A.D., Earth faced a series of crises that finally cut her off from the stars. An ice age was the first disaster, and worsening climactic conditions led to a breakdown of unified world government and a renewed competition for natural resources. Though there was still interplanetary contact, Earth no longer produced interstellar ships of her own. As problems on the mother planet became more pronounced, visits from other worlds died away. The solar system, lapsing into primitive squabbles and rampant nationalism, was in effect quarantined and nearly forgotten.

This was the era of the Icelandic Alliance and of Magnus Greel, the would-be dictator whose power was overthrown by a worldwide network of resistance. After leaving the Prydonian Academy, The Doctor took part in these operations as his first mission for the High Council. Greel escaped by making use of a time cabinet he and other scientists had developed under the aegis of the Zigma Experiment, and was never heard of in his own century again. The flawed theories behind the Zigma Experiment were revealed when

Greel's ultimate fate was discovered. Though his time cabinet had carried him to 19th-century Earth, the process altered Greel's metabolism and condemned him to life as a disfigured horror forced to prey upon the life essences of others to stay alive. Thanks to The Doctor's intervention, Greel died in 1889.

The fall of Greel's dictatorship was the beginning of a new age of growth on Earth, though the era was short-lived. A scientific renaissance was in full swing by 5100, but recovery of interstellar travel was still a long way off when scientists at last realized that the recent ice age was symptomatic of major solar instability. They predicted a period of severe solar flares that would render Earth quite uninhabitable. To save the human race, the scientists set out to develop a means of escape.

The TX project was the brainchild of Professor Ahjonah, a researcher whose discovery of Magnus Greel's documentation of the Zigma Experiment led to revived interest in the concept of time travel. Ahjonah's idea was to use time travel to discover when the Earth would again be habitable, using self-powered timeships to explore and set up temporal "beachheads" in Earth's future. Time contours would then be projected to allow a mass emigration. In essence, mankind would simply skip over the period of solar upheaval, and pick up again right where it had left off.

Ahjonah's reputation and arguments were sufficient to prompt the allocation of funds to his Time Experiment Project. Short hops by lab animals, equipment, genetically created "Monoids," and then human beings, proved successful. Eventually, four timeships were built for long-range testing. Two were lost before Ahjonah himself accompanied the *TX-3* back in time. The failure of that timeship to return prompted the launching of the *TX-4* to recover him, and in turn led to the events of this adventure.

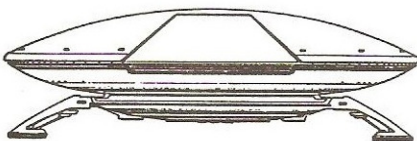


AHJONAH IN JAPAN

Ahjonah's account of his arrival in Japan, given in the main adventure narrative, is accurate. He and his two comrades discovered the fault in the timeship mechanisms when they aged ten years in a one-decade jump forward in time, and it became clear that they could never return home. With the *TX-3* computer operator ill from the sudden aging process, the time travelers concealed their vehicle in a cave behind a force screen and a holographic projector, then set off to find civilization and help for their comrade. They were taken captive by a samurai *daimyo*, and the pilot of the timeship was killed when he tried to break free and escape. The computer tech eventually died of a stroke brought on by Ahjonah's revelation of his new plans for saving the Earth.

Ahjonah had gone native. In learning the Japanese language and studying the culture that surrounded him, the scientist became immersed in the beauty and serenity of the Land of the Gods. The cruelty and barbarousness of the samurai passed almost unnoticed, as Ahjonah considered himself to be samurai. Thinking to save humanity, he embarked upon his dangerous scheme to alter history and produce a unified, Japanese-dominated Earth that would be better prepared to face the challenges of the future.

The work he undertook was difficult and slow to take shape. At first, Ahjonah used native help, but in 1597, one of his workers stole some of his plans and later left Japan entirely. It is interesting to note that a Korean admiral named Visunsin "invented" the first iron-clad warship in the year 1598. After this incident, Ahjonah, now a samurai retainer and *hatamoto* to one of Japan's great lords, continued his work in private. He knew he must be ready with an arsenal of powerful weapons by the fall of 1600 A.D. to offset the advantages enjoyed by Tokugawa Iyeyasu at the decisive battle of Sekigahara. Lagging behind, Ahjonah was delighted when castaways from his own time arrived. By recruiting them to join his grand cause, Ahjonah was sure that he could achieve his ends at last.



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Personality:

Motivations/Desires/Goals:

The Doctor's deepest convictions prompt him to take action whenever he finds injustice or evil in direct opposition to Gallifrey's official policy of detached observation and non-interference. In all his actions, however, The Doctor tries to uphold a code of honor built on the values of honesty, justice, and fair play. He applies this code to all he meets, hoping always for the best, looking always for good in the midst of evil.

Manner:

In his second incarnation, The Doctor's personality is almost completely reversed from his previous sarcastic, irascible manner. He is cheerful, friendly, and much easier to get along with than was his first form. He is also comic, extravagant, and unpredictable. With his trusty recorder and impromptu jigs, the Second Doctor seems less an all-powerful Time Lord than a wandering tramp magician. This form is one of the least physically daring of all The Doctor's incarnations, usually preferring to avoid danger when possible. This is not so much cowardice as a technique for buying time while The Doctor seeks a solution to whatever danger threatens.

Name: Jamie McCrimmon

Race: Human

Sex: Male

Profession: Clan McLaren Piper

Attributes:

STR - Level IV CHA - Level III
END - Level IV MNT - Level III
DEX - Level IV ITN - Level III

Special Ability:

None.

Combat Statistics:

AP: 8
Armed Combat:
Sword IV
Axe III
Club III
Skien Dhu (Dagger) V
Unarmed Combat:
Brawling IV
Grappling IV

Significant Skills

	Level
Artistic Expression, Bagpipes	VI
Climbing	V
Leadership	IV
Military Science	
Small Unit Tactics	III
Trap Discovery	III
Public Performance	V
Security Procedures	
Concealment	III
Stealth	II
Surveillance	III
Streetwise	III
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	III
Wilderness Survival	
Cool Temperate	IV

Appearance:

Height: Average
Build: Average
Looks: Attractive
Apparent Age: Adolescent
Actual Age: 17
Recognition Handle: Traditional Scottish garb, heavy Highland Scots accent.

Distinguishing Physical

Characteristics:

Jamie McCrimmon is robust, young, brawny, and clean-cut. He wears the traditional dress of a Scottish clansman, complete with kilt, sporran, and heavy boots. His dark hair is abundant and worn in bangs. The young man's most noticeable characteristics are his broad Highland Scots accent and excitable temper.

Brief Personal History:

Birthplace: Scotland, TNP Earth, 1728 A.D.

Jamie McCrimmon was brought up as a retainer to Colin McLaren, chief of the Highland Scot clan McLaren. Talented at playing bagpipes, young Jamie became McLaren's personal piper, and accompanied his chief when the clan joined the Jacobite cause in 1745. At the Battle of Culloden in 1746, Bonnie Prince Charlie's Scots army was defeated and scattered by the British Redcoats. At that time, Jamie became caught up in a plot by an unscrupulous British solicitor to sell captive Highlanders as slaves in the West Indies. The Doctor, Ben, and Polly happened on the scene and foiled the plot, rescuing the McLaren family and Jamie. After his comrades fled to France, the young piper decided to remain with The Doctor.

Personality:

Motivations/Desires/Goals:

Jamie's primary motivation is his stubborn loyalty to The Doctor (who returns the devotion and affection in full measure). Jamie would, in fact, be willing to lay down his life for The Doctor. He is also protective of his other comrades, particularly Victoria Waterfield and Zoe Herriet. Having seen his own country oppressed under the heel of the British, the Scotsman is quick to side against tyranny in any form, and he has little patience for those too cowardly or pacifistic to resist.

Manner:

Blunt and tactless, Jamie speaks his mind unless silenced by others. He is sometimes slow to comprehend things beyond his limited experience, but is otherwise crafty and cunning. Though The Doctor and his other Companions would like to curb Jamie's impatience and impetuosity, the young man's courage and compassion are indisputable. Jamie also believes in protecting women from harm, a trait that often throws him into conflict with more liberated females such as Zoe.

Though often the butt of jokes about his low intelligence or poor education, Jamie McCrimmon is quite capable and sometimes brilliant in carrying out his assigned tasks. For his part, he is often exasperated by The Doctor's inability to control the TARDIS, and by the follies of his more brainy comrades (who sometimes seem to lack any common sense).



Name: Ben JACKSON*Race:* Human*Sex:* Male*Profession:* Merchant Seaman**Attributes:**

STR — Level V	CHA — Level IV
END — Level IV	MNT — Level IV
DEX — Level IV	ITN — Level V

Special Ability:

None.

Combat Statistics:

AP:	7
Unarmed Combat	
Brawling	V
Karate	II
Grappling	IV

Significant Skills

	Level
Carousing	IV
Construction	III
Gambling	IV
Leadership	IV
Medical Sciences	
General Medicine, Human	III
Security Procedures	
Concealment	IV
Stealth	IV
Surveillance	III
Social Sciences	
History, Earth	II
Space Sciences, Navigation	III
Sports, Swimming	V
Streetwise	IV
Trivia, Seamanship	V
Vehicle Operation	
Ground Vehicles	III
Water Vehicles	IV
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	III
Wilderness Survival	
Cool Temperate	III

Appearance:*Height:* Average*Build:* Average*Looks:* Attractive*Apparent Age:* Mature adult*Actual Age:* 28*Recognition Handle:* Light brown hair.

Cockney accent.

Distinguishing Physical**Characteristics:**

Ben Jackson's features give him a rugged but boyishly attractive appearance. His light-brown hair is worn in a 'mod', 1960s style, full but not particularly long. Most distinctive is his Cockney speech, which stands out in vivid contrast to the more refined tones of most of his comrades (barring Jamie McCrimmon, whose Scots dialect is equally colorful).

Brief Personal History:*Birthplace:* England, TNP Earth, 1938 A.D.

A merchant seaman, Ben Jackson first became involved with The Doctor when he befriended Dodo Chaplet, one of the Time Lord's Companions. Jackson was thus drawn into the WOTAN affair in England, and, together with a girl named Polly, joined the First Doctor after the conclusion of the affair.

Almost immediately, Ben was thrown into the middle of the first Cyberman invasion, when Mondas threatened to destroy the Earth. He and Polly witnessed The Doctor's first regeneration, and accompanied the Time Lord's second incarnation on a number of adventures, joined soon after by Jamie McCrimmon. Together they faced the Daleks, the Cybermen, the Macra, and other threats. Finally, after being kidnapped by and then rescued from the mysterious Chameleons, both Ben and Polly decided to leave the TARDIS and remain in England of 1966.

Personality:*Motivations/Desires/Goals:*

Ben is a restless, curious man, fascinated by new places and people. He has an unacknowledged but definite romantic interest in Polly, and is inclined to be protective toward her. Toward The Doctor, he is loyal and obedient, though sometimes impatient with the Time Lord's antics. For some time, Ben's acceptance of time travel was less than total, which made it difficult for him to accept that the TARDIS was in the past or the future unless the truth was driven home forcefully.

Manner:

Jackson is resourceful and practical. His experience as a merchant sailor has given him the technical knowledge to be useful in many areas, and the common sense to know when and how to apply that knowledge. His seaman's training has also taught him the value of discipline aboard any ship, even one as outlandish as the TARDIS. This is enhanced by his loyalty to The Doctor and his other Companions.

Ben's Cockney speech is heavily laced with slang. He has been known to refer to the Time Lord as "Doc", and uses nicknames like "Princess" and "Duchess" to refer to Polly.



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Name: POLLY

Race: Human

Sex: Female

Profession: Secretary

Attributes:

STR – Level III CHA – Level V
END – Level III MNT – Level IV
DEX – Level IV ITN – Level IV

Special Ability:

None.

Combat Statistics:

AP: 7

Significant Skills

	Level
Administration	V
Carousing	IV
Physical Sciences	
Computer Science	II
Security Procedures	
Concealment	III
Stealth	III
Streetwise	IV
Technology, Computer Systems	II
Trivia	
Earth Music, Early 1960s	IV
Earth Fashions, Early 1960s	IV
Latin Language	III
Vehicle Operation, Ground	IV
Verbal Interaction	
Negotiation/Diplomacy	V

Appearance:

Height: Average

Build: Average

Looks: Attractive

Apparent Age: Young adult

Actual Age: 22

Recognition Handle: Blonde hair, blue eyes, attractive figure, wears a miniskirt.

Distinguishing Physical

Characteristics:

Polly is a very attractive blonde whose blue eyes and gorgeous figure make her noticeable in any crowd. She generally wears a brief miniskirt that accentuates her long, slender legs.

Brief Personal History:

Birthplace: England, TNP Earth, 1944 A.D.

One of the "dolly-birds" of the early '60s, Polly is the daughter of a wealthy family. Her advanced education won her a job as Professor Brett's personal secretary when the latter began work on the WOTAN project. She was among the prisoners taken when the super computer went wild and plotted the takeover of Earth, but was rescued by Ben Jackson and the First Doctor. When the TARDIS left on another voyage into time and space, Polly became The Doctor's Companion.

Polly made two trips into Earth's past, helped The Doctor defeat the Cybermen at the South Pole and then through his first regeneration, and faced Daleks, Cybermen, Macra, Atlantean fish-men, and Chameleons. Following the latter encounter, which took place in England only one day after her first departure aboard the TARDIS, Polly (together with Ben Jackson) decided to leave The Doctor and Jamie.

Personality:

Motivations/Desires/Goals:

Though she wants to act the part of a thrill-seeker, Polly tends to be something of a coward. Her main concern often seems to be escaping from disaster. However, the disasters mostly seem to come because of her curiosity and foolishness. She pretends indifference to Ben Jackson, but secretly returns his interest in her.

Manner:

Polly is scatterbrained and confused, though some might call her merely kooky. A total coward, she screams for The Doctor at the first sign of trouble, but spends the rest of her time as a rather snobbish know-it-all entirely too ready to parade her superior education. When she chooses, Polly can be by turns vivacious, charming, or girlishly seductive. Despite all this, however, it never pays to underestimate her resourcefulness.

Polly and Ben engage in an ongoing war between the sexes regarding his overprotectiveness and her superior attitude.



Name: Victoria WATERFIELD

Race: Human
Sex: Female
Profession: Scientist's daughter

Attributes:

STR - Level III CHA - Level VI
END - Level III MNT - Level IV
DEX - Level IV ITN - Level III

Special Ability:

None.

Combat Statistics:

AP: 7

Significant Skills

	Level
Artistic Expression	
Piano	IV
Singing	V
Medical Sciences	
General Medicine, Human	II
Public Performance	IV
Security Procedures	
Concealment	III
Stealth	III
Social Sciences	
History, Pre-19th Century Earth	IV
Temporal Science	II
Trivia	
Victorian Mores	VI
Etiquette	VI
Verbal Interaction	
Negotiation/Diplomacy	

Appearance:

Height: Short
Build: Slim
Looks: Attractive
Apparent Age: Adolescent
Actual Age: 14
Recognition Handle: Small, dark-haired, demure, and attractive. Her piercing scream has become legend among the Companions.

Distinguishing Physical Characteristics:

A petite, darkly pretty teenager, Victoria usually dresses in the clothes of her native 19th-century England. She has the demure bearing and manner of a proper young lady of her era, except when excitement, fear, or urgency take over.

Brief Personal History:

Birthplace: England, TNP Earth, 1853 A.D.

Victoria is the daughter of Edward Waterfield, a Victorian scholar and scientist. Together with Theodore Maxtible, Professor Waterfield dabbled in time travel experiments that attracted the interest and presence of the Daleks of the distant future. With Dalek aid, Waterfield set up a time contour to Earth in 1966, hijacked The Doctor's TARDIS, and so involved The Doctor and Jamie in a deadly confrontation with the Daleks. In the course of it, Professor Waterfield gave his life to save The Doctor, and Victoria became one of the Time Lord's traveling Companions.

Victoria's short but eventful time in The Doctor's company placed her in contact with the Cybermen, the Ice Warriors, a ruthless would-be dictator named Salamander, and two different invasions by the Great Intelligence and its robotic Yeti. She was also instrumental in giving The Doctor the clue to stopping a race of weed creatures menacing an oil refinery. After that adventure, Victoria chose to leave the TARDIS and remain on 20th-century Earth.

Personality:

Motivations/Desires/Goals:

Victoria Waterfield looks up to The Doctor as a kind of surrogate father, and treats Jamie like a favorite older brother. Her affection for these two as her adopted family is her primary driving force. Beyond that, Victoria is fascinated by the unsuspected joys of seeing the universe from the TARDIS, an experience that has shown her just how narrow her upbringing and sheltered society really were.

Manner:

Shy and demure, Victoria is only slowly leaving behind the staid mores of Victorian England. She is gradually learning to be more outspoken and dynamic, but mostly remains in the background.

Victoria's one real claim to fame is her piercing scream, which has been known to kill sound-sensitive weed creatures. Easily frightened, Victoria shrieks at the sight of practically every monster and menace that comes along, real or imagined.



Name: Zoe HERRIET*Race:* Human*Sex:* Female*Profession:* Astronomer/Computer scientist**Attributes:**

STR — Level III CHA — Level IV
 END — Level III MNT — Level VII
 DEX — Level III ITN — Level IV

Special Ability:

Enhanced MNT

Combat Statistics:

AP: 7

Significant Skills

	Level
Administration	III
Engineering, Electrical	III
Environmental Suit Operation	III
Physical Sciences	
Computer Science	VII
Mathematics	V
Security Procedures	
Concealment	III
Stealth	III
Space Sciences	
Astronomy	VI
Astrophysics	V
Navigation	V
Technology	
Astronautics	IV
Computer Systems	VI
Cybernetics	IV
Electronics	V
Vehicle Operation, Spacecraft	III

Appearance:*Height:* Short*Build:* Slim*Looks:* Attractive*Apparent Age:* Adolescent*Actual Age:* 18*Recognition Handle:* Almost childlike appearance.**Distinguishing Physical****Characteristics:**

A short, slender, attractive young woman with short dark hair, Zoe looks far too young and vulnerable to be the genius she is. Her eyes, however, are alight with curiosity and intelligence. There is also a frank, no-nonsense air about Zoe that only occasionally breaks down to reveal her childlike sense of wonder.

Brief Personal History:*Birthplace:* The Wheel in Space, TNP Earth, 2056 A.D.

A computer programmer and astronomy expert on Earth's Wheel in Space facility, Zoe was caught up in an invasion by the Cybermen. She assisted The Doctor and Jamie in stopping the aliens and their rodent-like Cybermats, then accompanied the TARDIS when it departed the Wheel.

Following this, Zoe accompanied The Doctor and Jamie right through until the TARDIS was captured by the Time Lords and returned to Gallifrey after the War Lords incident. She helped battle the Dominators and their Quark robots, the Krotons, the Cybermen, the Ice Warriors, a band of space pirates, and the War Lords themselves. The Time Lords eventually returned Zoe to the Wheel in Space with no memory of her time in The Doctor's company.

Personality:*Motivations/Desires/Goals:*

Zoe is intensely curious, loving knowledge for its own sake. She is especially interested in computers, which frequently leads her into danger. Though a believer in women's rights, Zoe prefers to quietly demonstrate her competence rather than to talk about it. Zoe regards The Doctor as an eccentric but well-loved teacher, and treats Jamie as a brother and a friend (though that does not stop her from putting the young Scotsman in his place from time to time).

Manner:

As an intelligent and well-educated girl, Zoe cannot help but show off her knowledge regularly, especially her expertise as a programmer. There is an inquisitive but reserved air about her, though now and again she allows a more human, compassionate side of her nature to show through.



Name: NOMAN*Race:* Gallifreyan*Sex:* Male*Profession:* Time Lord**Attributes:**

STR – Level IV CHA – Level III
 END – Level IV MNT – Level V
 DEX – Level V ITN – Level VII

Special Ability:

Luck

Combat Statistics:

AP: 9
 Armed Combat, 9
 Sword III
 Quarterstaff V
 Staser Pistol III
 Unarmed Combat, 9
 Martian Zlynzya V

Significant Skills

	Level
Gambling	IV
Leadership	V
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	V
Social Sciences	
History, Earth	IV
History, Galactic	III
Technology	
Computer Systems	III
Electronics	IV
Force Field Systems	IV
TARDIS Systems	V
Temporal Science	V
Vehicle Operation	
Ground Vehicles	III
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	V
Wilderness Survival	
Warm Temperate	IV
Cool Temperate	III

Appearance:*Height:* Average*Build:* Fat*Looks:* Striking*Apparent Age:* Middle-aged adult*Actual Age:* 700+*Regenerations Used:* 2

Recognition Handle: A heavy, dark-haired man with fleshy but hawk-like features. Often wears loose robes and carries a staff.

Distinguishing Physical Characteristics:

The Time Lord who calls himself "Noman" is a plump, rosy-cheeked figure whose mop of unruly hair offsets distinctively middle-aged worry lines around the eyes and mouth. Noman's face is chubby, but his prominent, hawk-like nose gives him a rather predatory look. He dresses to blend in with his surroundings when he can, but his costume of choice is a hooded, flowing robe (generally white, black, or scarlet), plus a man-sized staff that serves as both walking stick and combat weapon.

Brief Personal History:*Birthplace:* Gallifrey

The origin of the name "Noman" is obscure. Some think it may be derived from Nomanadoristanaslivitlar, the name of a Time Lord who disappeared on Earth shortly before Noman began involving himself in its affairs. Others think Noman is a play on words, and some of the Time Lord's statements support this. His original identity is lost, thanks to an accidental purging of 478 carefully stored records of Time Lords on field assignments that occurred shortly after Noman was picked up and returned to Gallifrey. He is a Time Lord, but beyond that, no one can be sure of much else about him.

Noman's peripatetic antics have become legendary on Gallifrey. When first discovered, he was living a quiet life impersonating a friar in 12th-century England. After being returned to Gallifrey, he somehow escaped, stowed away in an outbound TARDIS, and single-handedly defeated a Dalek invasion of a Draconian world. He promptly stole the selfsame TARDIS, went to Earth, and became involved in a Terileptil invasion of 15th-century France. The CIA agent Lady Marinarratalasanavor hunted Noman down and returned him to Gallifrey. His career continued in the same vein for years. Somehow Noman always escapes, always finds his way to Earth, and always ends up being tracked down by Lady Marina, who has become known as his "keeper".

Personality:*Motivations/Desires/Goals:*

Noman loves the quiet life. He desperately wants to settle down and blend into the crowd in some simple, early time period where he can get 'back to nature' without giving up social intercourse entirely. Somehow, though, he has a knack for falling right in the middle of trouble every time he realizes his aim, which inevitably helps the Time Lords find and retrieve him. He particularly likes the Earth, a "pleasant, unspoiled sort of place where I can retire," and he wants to keep it that way. Intervention always results.

Manner:

Noman is cheerful, gregarious, and fond of human companionship. (Time Lords he considers to be rather stuffy company.) Famous for his bad jokes and improbable stories, Noman often tells about the time he helped Odysseus out of a tight scrape with a creature named Cyclops, or the unlikely story of the time he lived with Robin Hood's band. Though slow to anger, Noman is skilled in self-defense. He is also phenomenally lucky.



Name: Lady
MARINARRATALASANA
 VOR
 ("Marina")

Race: Gallifreyan
Sex: Female
Profession: Time Lady

Attributes:

STR – Level III CHA – Level VI
 END – Level IV MNT – Level VII
 DEX – Level IV ITN – Level III

Special Ability:

Enhanced MNT

Combat Statistics:

AP: 7
 Armed Combat, Staser Pistol IV
 Unarmed Combat, Tai-kwon-do IV

Significant Skills

	Level
Carousing	V
Gambling	IV
Leadership	VI
Life Sciences	
Botany	III
Ecology	IV
Exobiology	V
Zoology	III
Medical Sciences	
General Medicine, Gallifreyan	IV
General Medicine, Human	III
Psychology, Gallifreyan	IV
Psychology, Human	III
Security Procedures	
Concealment	IV
Disguise	V
Stealth	IV
Surveillance	V
Social Sciences	
History, Earth	III
History, Galactic	IV
History, Gallifreyan	V
Streetwise	V
Technology	
Communications Systems	III
Electronics	IV
Force Field Systems	IV
TARDIS Systems	V
Temporal Science	VII
Vehicle Operation, Temporal Vehicles	VI
Verbal Interaction	
Bribery	V
Interrogation	VI
Haggling	V
Negotiation/Diplomacy	VII
Wilderness Survival	
Cool Temperate	III
Warm Temperate	III

Appearance:

Height: Tall
Build: Average
Looks: Striking
Apparent Age: Young adult
Actual Age: 120+
Regenerations Used: 0
Recognition Handle: Tall, auburn hair,

haughty expression, attractive face and figure.

Distinguishing Physical Characteristics:

The Time Lady Marina is an exceptionally tall, attractive woman. Her short, auburn hair and striking figure leave her hard-pressed to blend in with a crowd. Despite her beauty, her often haughty expression and the bulky coveralls she favors tend to detract from her good looks. When Marina adopts local clothing as a disguise, she is transformed back into a truly beautiful lady.

Brief Personal History:

Birthplace: Gallifrey

Lady Marinarratalasanavor had the bad luck to be aboard the first TARDIS hijacked by the renegade Noman. She volunteered to track him down out of shame, thinking that the job would be simple. Though she located and caught the roguish Time Lord, he kept escaping, and the High Council and the CIA kept tuning to their "Noman expert"—Marina—to bring him back. She has been forced to abandon her thesis on comparative exobiologies among the races of Galaxy 5 (a project of epic proportions that has fascinated her since the day she entered the Patrexes Academy) in favor of the position of part-time nursemaid and full-time security guard over one of the most elusive Time Lords in known space and time.

Her travels in search of Noman have led Marina to many periods of Earth history and have involved her, thanks to her quarry's love of intervention, in thwarting many Temporal Marauders and other threats.

Personality:

Motivations/Desires/Goals:

Marina's main motivation is to capture Noman, lock him up in an escape-proof vault, and throw away the key. She wants to go back to her thesis and forget once and for all about Earth and its tempestuous history. Lately, however, she has begun to wonder why the High Council is so concerned over one harmless, eccentric Time Lord who longs only for a quiet retirement in some remote galactic backwater. Indeed, dozens of shared adventures and voyages have given Marina an oblique kind of affection for Noman and his favorite planet. Further, she now finds it increasingly easy to jump into an interventionary situation, where once she had to be forced to act.

Manner:

Young and inexperienced, Marina compensates for her own uncertainties by adopting a haughty, superior demeanor. Noman once said "she holds her nose so far up in the air that she gets a nosebleed". Very intelligent and capable, she also has a vulnerable side that often leads her to freeze under pressure. For some reason, Noman always seems to be willing to help Marina out when either her fears or some clever, experienced foe threaten to overwhelm her.



Name: Sean O'MALLORY*Race:* Human*Sex:* Male*Profession:* Rebel**Attributes:**

STR – Level IV CHA – Level V
 END – Level IV MNT – Level III
 DEX – Level V ITN – Level III

Special Ability:

None.

Combat Statistics:

AP: 9
Armed Combat:
 Sword V
 Flintlock Pistol IV
 Flintlock Musket III
 Polearms III
Unarmed Combat:
 Brawling IV
 Grappling III

Significant Skills**Level**

Artistic Expression, Singing VI
 Carousing V
 Gambling III
 Leadership IV
 Medical Sciences
 General Medicine, Human II
 Military Sciences
 Small Unit Tactics III
 Trap Discovery III
 Public Performance V
 Security Procedures
 Concealment IV
 Disguise III
 Stealth III
 Trivia, Horsemanship V
 Verbal Interaction
 Deception V
 Haggling IV
 Oratory IV
 Wilderness Survival, Cool Temperate IV

Appearance:*Height:* Average*Build:* Slim*Looks:* Attractive*Apparent Age:* Young adult*Actual Age:* 21*Recognition Handle:* Fiery red hair, scar on forehead, thick Irish brogue.**Distinguishing Physical****Characteristics:**

O'Mallory is a slender young man with an Irish accent, an untidy shock of fiery red hair and a temper to match. He wears a uniform jacket and trousers of his own design, heavy on gold braid, but showing the wear and tear of several dangerous encounters in his own and other times. A scar runs upward from his left temple to just above his left eye.

Brief Personal History:*Birthplace:* County Cork, Ireland, TNP Earth, 1776

Young Sean O'Mallory, a fine speaker and anti-British fanatic, was a rabble-rouser in Ireland during the troublesome era of the French Revolutionary War. Even he was unaware that the "French" contact who helped him plot rebellion against England was actually a Rutan scout who had crashlanded on the planet and needed a diversion to reach its ship and send a message to the Rutan fleet. Noman, however, did know. In the course of a confused fight, the Rutan was stopped, but O'Mallory's rebellion went on as planned, without the assistance the rebels expected. Noman was caring for the gravely wounded O'Mallory when he was caught and carried off to Gallifrey. Noman and Sean broke out again and escaped into time and space.

Since then, O'Mallory has come to grips with a mixed band of enemies, never quite able to return to his own time, and never quite sure whether he really wants to.

Personality:*Motivations/Desires/Goals:*

Sean O'Mallory hates tyranny, having experienced first-hand the harsh treatment accorded Ireland by the British. Wherever he goes, Sean tries to speak out against injustice and to encourage revolt among the downtrodden. He is fascinated by his travels through the universe, even if he does not understand them all. Though O'Mallory is often heard expressing the wish to return to his own time and people, what he really wants is to keep on traveling.

Manner:

O'Mallory's temper has a way of flaring up at the worst possible times. Outspoken and often rude, he speaks his mind loudly and without much regard for tact, and sometimes seems to argue just for the sake of a brawl. When not trying to pick a fight, Sean can be cheerful, loyal, and brave. It is his brash reaction to any situation he considers unjust that makes him a lightning rod attracting trouble.



Name: Leon "Piston" PITMAN
Race: Human
Sex: Male
Profession: Professional boxer

Attributes:

STR – Level V CHA – Level III
 END – Level V MNT – Level III
 DEX – Level V ITN – Level III

Special Ability:

Enhanced END

Combat Statistics:

AP: 9
 Unarmed Combat, Brawling VI

Significant Skills

	Level
Carousing	V
Construction	IV
Medical Sciences	
General Medicine, Human	III
Psychology, Human	II
Security Procedures	
Concealment	III
Stealth	IV
Sports	
Boxing	VII
Swimming	V
Track	IV
Streetwise	IV
Vehicle Operation	
Ground Vehicle	V
Water Vehicle	IV
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	IV

Appearance:

Height: Tall
Build: Stocky
Looks: Average
Apparent Age: Mature Adult
Actual Age: 28

Recognition Handle: A large but graceful black man with a bald head and a close-cropped beard.

Distinguishing Physical Characteristics:

Leon Pitman, a black Olympic boxing contender turned professional fighter, is a massive man. He is tall and muscular, but moves with an easy grace that marks him as a trained athlete. Pitman shaves his head, but retains a short beard, and the combination is fearsome. His clothing is borrowed from TARDIS stores, and is usually appropriate to period and/or place.

Brief Personal History:

Birthplace: New York City, TNP Earth, 1956 A.D.

"Piston" Pitman, a heavyweight boxer, was training for a shot at the title when he became a pawn in a Sontaran plot to conquer Earth. The young boxer had a rather embarrassing introduction to time travel when the Lady Marina 'kidnapped' him from his neighborhood gym one evening by disguising the TARDIS as a shower stall. From this inauspicious beginning, the two went on to locate Noman and to help foil the Sontarans all at once, using Pitman's memories of some important conversations he had overheard.

Noman escaped from custody (again) before Pitman could be returned to his own time. Now he lets Marina drag him from one time to another, always praying that she really can return him to the time of his heavyweight bout. This alternates with his prayer that he will not be so old then that he will only see the match as a janitor or water boy.

Personality:

Motivations/Desires/Goals:

Pitman is the sort of man who holds grudges for a long time. Right now he has some awfully big ones against some pretty powerful forces. These include the Daleks, the Cybermen, and the Sontarans, all of whom have kept him from getting home. The boxer's greatest desire is to get the hell out of the lunatic asylum he has somehow stumbled into, but interference by these various Temporal Marauders has him stymied. His biggest grudge is against Noman.

Manner:

Pitman has resigned himself to the strange adventures in which he keeps becoming involved. Figuring that the job will get done faster with his help than without it, his natural response to any threat is to wade in and fight. This does not always prove to be the best possible tactic. Though he is by no means brilliant, the boxer's dogged determination and practicality are generally useful.



Name: Lady Marion HARCOURT

Race: Human

Sex: Female

Profession: Aristocrat

Attributes:

STR - Level III CHA - Level VI
END - Level III MNT - Level III
DEX - Level IV ITN - Level IV

Special Ability:

None.

Combat Statistics:

AP: 7

Significant Skills

Significant Skills	Level
Artistic Expression	
Lute	IV
Poetry	V
Singing	IV
Leadership	III
Public Performance	IV
Security Procedures	
Concealment	IV
Stealth	IV
Social Sciences	
Feudal European Law	III
European History to 1300 A.D.	IV
Sports, Swimming	IV
Trivia	
Court Etiquette	VI
Heraldry	IV
Horsemanship	IV
Verbal Interaction	
Negotiation/Diplomacy	VI

Appearance:

Height: Average

Build: Slim

Looks: Attractive

Apparent Age: Young adult

Actual Age: 20

Recognition Handle: Pale skin, long blonde hair, beautiful voice, and pale blue eyes. Wears medieval dress.

Distinguishing Physical Characteristics:

A slender, elegant young woman with pale skin and waist-length blonde hair, Lady Marion bears herself as a privileged aristocrat. She wears a long dress in the style of the mid-14th century, and carries herself with regal serenity.

Brief Personal History:

Birthplace: England, TNP Earth, 1333 A.D.

Lady Marion Harcourt, daughter of a powerful English nobleman, was among the handful of highborn ladies who accompanied a particularly leisurely march of pillage and conquest through the northern part of France in the Hundred Years War. The column was almost completely destroyed by Daleks whose spaceship had crashlanded nearby. Noman rescued Lady Marion and (with Marina's help) destroyed the Daleks. Marina then agreed to conceal Lady Marion's presence aboard her TARDIS to keep her from losing her memories at the hands of the Time Lords. If they had learned of her escape from time, they would surely have excised her knowledge of the Daleks, which would also have erased the memory of her father's heroic death. The young Englishwoman thus remained as one of Marina's Companions, and accompanied her on several subsequent missions.

Personality:

Motivations/Desires/Goals:

Lady Marion has discovered a whole universe she never realized existed, and it fascinates her. Having been sheltered and placed on a pedestal all her life, she now realizes that her existence always lacked a useful purpose, and she consciously seeks one now.

Manner:

With her aristocratic upbringing, Lady Marion has a snobbish, superior air that quickly vanishes when real danger threatens. Despite her search for some useful role, she does not like to dirty her hands in 'common' work, and tends to expect obedience and service from people around her. When the chips are down, however, Lady Marion finds the inner strength to overcome her fears and to rise to the aid of the others. Her willingness to work for the common good surprises even Lady Marion.



Name: Toshio NAKAGAMA*Race:* Human*Sex:* Male*Profession:* Computer programmer**Attributes:**

STR — Level IV CHA — Level IV
 END — Level III MNT — Level VI
 DEX — Level IV ITN — Level IV

Special Ability:

None.

Combat Statistics:

AP: 7
 Armed Combat, Laser Pistol IV
 Unarmed Combat:
 Karate V
 Grappling IV

Significant Skills

	Level
Administration	IV
Engineering	
Electrical Engineering	V
Mechanical Engineering	V
Environmental Suit Operation	III
Gaming, Chess	V
Leadership	IV
Physical Sciences	
Computer Science	VI
Mathematics	V
Security Procedures	
Concealment	III
Disguise	II
Stealth	III
Social Sciences	
History, Earth to 2400 A.D.	IV
Sports, Wrestling	V
Technology	
Computer Systems	VI
Cybernetics	IV
Trivia, Japanese Culture	III
Vehicle Operation	
Ground Vehicles	III
Spacecraft	III
Verbal Interaction	
Instructional Lectures	VI
Negotiation/Diplomacy	IV

Appearance:*Height:* Short*Build:* Slim*Looks:* Attractive*Apparent Age:* Mature adult*Actual Age:* 32*Recognition Handle:* An

expressionless Oriental wearing a military uniform of the early Earth Empire.

Distinguishing Physical**Characteristics:**

Nakagama is a slender man with a round, flat face and an emotionless manner. He is the sort of Oriental whose age is hard to guess, with closecropped black hair and dark, neutral eyes. His blue and gold overalls are those of Earth's paramilitary Survey Corps; his rank insignia show him to be a specialist captain in the computer division.

Brief Personal History:

Birthplace: Deep Space Station Alpha Prime, 2396 A.D.

Nakagama, a brilliant programmer and computer operator, was assigned to a survey ship sent to investigate the fates of three previous vessels lost without a trace near the planet Zanael. The cause proved to be an advance base built by the Cybermen, who were taking crews of passing ships captive for experimentation and conversion.

The wandering Time Lord known as Noman turned up and helped Nakagama escape, then the two joined forces to send an urgent distress signal and explanation to the Earth fleet nearest that sector. As the fighting escalated, Noman calmly walked into the side of a computer cabinet. Nakagama followed, and so wound up aboard the Time Lord's stolen TARDIS.

Nakagama has not been with Noman long, and he is still having trouble understanding just what he has gotten into.

Personality:**Motivations/Desires/Goals:**

Nakagama has an intense scientific interest in anything out of the ordinary. Since discovering the TARDIS, a whole new vista of knowledge has opened up, and he is determined to learn everything he can from it. Though he likes machines of all kinds, particularly computers, Nakagama tends to keep his distance from people. He also has a rather incomplete and distorted notion of the wonders of early Japanese culture.

Manner:

Nakagama's outward manner is bland and emotionless, revealing none or little of what he is feeling.





NPCs

Following are character descriptions for the various NPCs who have roles in this adventure. Five of

Name: AHJONAH

Race: Human

Sex: Male

Profession: Scientist/Samurai

Attributes:

STR – Level IV CHA – Level III
 END – Level IV MNT – Level VI
 DEX – Level IV ITN – Level III

Special Ability:

None.

Combat Statistics:

AP: 7
 Armed Combat:
 Katana IV
 Wakizashi IV
 Unarmed Combat, Brawling III

Significant Skills

	Level
Administration	IV
Construction	IV
Engineering	
Electronic Engineering	IV
Mechanical Engineering	IV
Metallurgy	III
Leadership	IV
Military Sciences	
Ordnance Construction/Repair	V
Physical Science	
Mathematics	VI
Physics	IV
Social Sciences,	
Earth History To 5100 A.D.	V
Sports, Swimming	IV
Technology, Electronics	IV
Temporal Science	IV
Trivia, Japanese Culture	IV
Vehicle Operation	
Ground Vehicle	IV
Temporal Vehicle	IV
Verbal Interaction	
Negotiation/Diplomacy	IV
Wilderness Survival	
Cool Temperate	V
Warm Temperate	IV

Appearance:

Height: Average

Build: Slim

Looks: Average

Apparent Age: Middle-aged adult

Actual Age: 34

Recognition Handle: A stiff, unbending figure with prematurely grey hair and beard, dressed in full samurai regalia.

these are key figures, warranting full-scale descriptions: Ahjonah, Lamech, Sandor, Neema, and Kenjiro Uruga. Indeed, Uruga is a major, ongoing potential hero and/or villain, and he and Neema are ideally suited to become new Companions to the Time Lord leading the players' group. A player whose character is killed, or a new player who cannot otherwise join an ongoing campaign might wish to play through **The Warrior's Code**

Brief Personal History:

Birthplace: Merida, Yucatan, TNP Earth, 5114 A.D.

A brilliant young scholar, Ahjonah stumbled onto his theory of temporal displacement before he turned 30, and moved easily into control of the TX Project. He volunteered to join the crew of the *TX-3*, wound up marooned in Japan, and set himself the dangerous goal of molding history to his own needs. For more details, see **The Adventure**.

with one of these two characters (and then perhaps continue into later adventures).

For other, less important NPCs, only their significant skills are listed and the character descriptions are more brief. Statistics are also included for three "typical" character types—samurai, ninja, and peasants. These can be used to resolve any combat or incidental encounter situation.

Personality:

Motivations/Desires/Goals:

Ahjonah's goal throughout this adventure is to alter history so that an expansionist Japan will take over the world in the 17th century. He has deluded himself that he is ensuring a better future for mankind. In fact, Ahjonah is merely rationalizing his fascination for Japanese civilization and his lust for personal power.

Manner:

The scientist is talkative, boastful, and proud. Under a thin veneer of adopted Japanese urbanity, he is turning into a lunatic who will stop at nothing to achieve his ends. This can ultimately be his undoing.



Name: LAMECH

Race: Human

Sex: Male

Profession: Scientist/Timeship Pilot

Attributes:

STR – Level IV CHA – Level IV
END – Level IV MNT – Level IV
DEX – Level V ITN – Level V

Special Ability:

None.

Combat Statistics:

AP: 9
Armed Combat, Laser Pistol V
Unarmed Combat, Brawling IV

Significant Skills

	Level
Administration	III
Carousing	III
Engineering, Cartography	IV
Environmental Suit Operation	IV
Leadership	VI
Security Procedures	
Concealment	IV
Stealth	IV
Social Sciences	
History, Earth to 5100 A.D.	III
Space Sciences, Navigation	V
Sports, Swimming	IV
Technology, Astronautics	IV
Temporal Science	III
Vehicle Operation	
Aircraft	III
Ground Vehicles	II
Spacecraft	V
Temporal Vehicles	IV
Verbal Interaction	
Negotiation/Diplomacy	V
Wilderness Survival	
Arctic	III
Cool Temperate	IV
Warm Temperate	IV

Appearance:

Height: Average

Build: Stocky

Looks: Average

Apparent Age: 34

Actual Age:

Recognition Handle: A thick-set, powerful-looking man with rugged features and an aura of authority.

Distinguishing Physical Characteristics:

Lamech is a chunky and well-muscled man in excellent physical condition. His dark brown hair is short and curly. He wears a blue and silver coverall and carries a laser pistol.

Brief Personal History:

Birthplace: Haifa, Near East Province, TNP Earth, 5114 A.D.

A top interplanetary pilot, Lamech was recruited five years ago to work on the TX project. In addition to his training as a pilot, Lamech is skilled in ship design and construction, and played a part in the development of the four TX hulls.

Lamech was to have been pilot of the TX-1, but was ill at launch-time. Now he pilots the TX-4.

Personality:

Motivations/Desires/Goals:

Lamech is dedicated to the point of fanaticism, but unlike Ahjonah, his drive is not channeled in a new and dangerous direction. Above all else, he wants to save humanity, a desire made more intense by the fact that his own wife is expecting their first child. Indeed, despite his impending fatherhood, he turned down a transfer to a safe desk job and rode with the TX-4, because he *personally* wants to ensure the project's success. Lamech is a little bit paranoid, being inclined to think others are a potential danger or a weak link.

Manner:

Commander Lamech wears authority like a second skin. He knows how to inspire confidence and handle tough decisions. The strong, silent type, he seems inclined to let his officers do the talking while he sits back and watches, missing nothing.



Name: NEEMA*Race:* Human*Sex:* Female*Profession:* Computer Technician/
Programmer**Attributes:**STR - Level III CHA - Level V
END - Level III MNT - Level V
DEX - Level V ITN - Level IV**Special Ability:**

Enhanced DEX

Combat Statistics:AP: 9
Armed Combat, Laser Pistol IV
Unarmed Combat, La Savate VII**Significant Skills**

	Level
Artistic Expression, Drama	IV
Environmental Suit Operation	III
Leadership	III
Medical Sciences	
General Medicine, Human	III
Physical Sciences	
Computer Science	V
Mathematics	IV
Physics	IV
Public Performance	IV
Security Procedures	
Concealment	III
Stealth	III
Social Sciences	
History, Earth to 5100 A.D.	III
Space Sciences, Navigation	IV
Sports, Swimming	III
Technology	
Communications Systems	III
Computer Systems	V
Cybernetics	IV
Electronics	IV
Temporal Sciences	III
Vehicle Operation	
Ground Vehicles	III
Temporal Vehicles	III
Verbal Interaction,	
Negotiation/Diplomacy	IV
Wilderness Survival	
Cool Temperate	III
Warm Temperate	III

Appearance:*Height:* Tall*Build:* Average*Looks:* Attractive*Apparent Age:* Mature adult*Actual Age:* 28*Recognition Handle:* A tall woman with short black hair and a pleasant, open countenance.**Distinguishing Physical Characteristics:**

Neema is tall and good-looking, with short hair and a pale complexion made even lighter by her dark hair and eyes. Her facial expression and the lively way her eyes observe every detail reflect Neema's deep sense of curiosity. Also plain in her face and manner are good intentions and a sense of comradeship. She carries a portable sensor module and a laser pistol, which she rarely uses.

Brief Personal History:*Birthplace:* Vancouver, North Pacific Province, TNP Earth, 5120 A.D.

Neema is a topnotch computer scientist whose skills in the design, programming, and operation of advanced informational systems went untapped by the TX Project until less than a year ago. She was only assigned to the project because of a shortage of qualified volunteers. In fact, she was the only computer/navigation specialist available.

Personality:*Motivations/Desires/Goals:*

Like most of the TX staff, Neema is dedicated to helping mankind find a solution to its current predicament. An even more pressing goal, however, is to gain acceptance, for she has always felt barred from the close-knit fraternity of TX Project staffers. As a newcomer, she has found it harder to form friendships, and so she works at trying to get attention. Unfortunately, there are many who, like Sandor, think she is a little too pushy and quite a bit too capable for her own good.

Manner:

Diligent, hard-working, and competent, Neema strives to do her job the best way she can. She is efficient, tries to anticipate the needs of her comrades, and makes every effort to be useful and likeable. Her very efficiency and eagerness to please are sometimes interpreted as unspoken criticism of others, however. She is trying *too* hard to be liked, and so finds herself failing at it.



Name: SANDOR

Race: Human

Sex: Male

Profession: Scientist/Engineer

Attributes:

STR - Level IV	CHA - Level III
END - Level IV	MNT - Level V
DEX - Level IV	ITN - Level V

Special Ability:

None.

Combat Statistics:

AP:	9
Armed Combat, Laser Pistol	IV
Unarmed Combat, Brawling	IV

Significant Skills

	Level
Construction	V
Engineering	
Electrical Engineering	IV
Mechanical Engineering	III
Environmental Suit Operation	III
Leadership	III
Security Procedures	
Concealment	III
Stealth	III
Surveillance	III
Social Sciences	
History, Earth to 5100 A.D.	IV
Sports	
Boxing	III
Swimming	III
Technology	
Astronautics	III
Electronics	IV
Force Field Systems	IV
Timeship Systems	IV
Temporal Science	IV
Trivia, Instructional Techniques	III
Vehicle Operation	
Ground Vehicles	III
Temporal Vehicles	III
Verbal Interaction	
Negotiation/Diplomacy	III
Wilderness Survival	
Arctic	II
Cool Temperate	III
Jungle	III
Warm Temperate	III

Appearance:

Height: Short

Build: Average

Looks: Average

Apparent Age: Mature adult

Actual Age: 30

Recognition Handle: A small, swarthy man with a reserved manner and nervous, quick-moving hands.

Distinguishing Physical Characteristics:

Sandor is short and has a way of going unnoticed, because of both his size and his retiring manner. His hands, thin and long-fingered, seem unable to remain still for any period of time. He is constantly touching controls, brushing off dust, gesticulating during conversations, and so on. He carries a laser pistol.

Brief Personal History:

Birthplace: New Moscow, East European Province, TNP Earth, 5118 A.D.

Sandor was a member of Ahjonah's research team even before it received government funding. He was to have gone out on the TX-3, but was replaced by Ahjonah. As the engineering technician aboard the TX-4, he is now one of the top available experts on the theory and practice of time travel.

Personality:

Motivations/Desires/Goals:

Convinced that the whole TX Project is ill-starred, Sandor is a very worried man. Any little thing can make him lose his objectivity completely, and that little thing will prove to be Ahjonah's conviction that they are stranded in time. Because he admires and respects the professor more than any other man he knows, Sandor is inclined both to accept his statement and to join him with wholehearted enthusiasm for the man's new project. Once that happens, Sandor will do anything it takes to protect Ahjonah's interests. To a certain extent, his jealousy of the highly respected Lamech and the efficient, pushy Neema contribute to this impulse.

Manner:

Under normal circumstances, Sandor is icily calm even in a crisis. Lately, though, he has grown more nervous and talkative under pressure. He is quite good at hiding his feelings, and tends to fade into the background. Even without trying, he is a furtive, reserved character.



Name: Kenjiro URAGA

Race: Human
Sex: Male
Profession: Samurai retainer

Attributes:

STR - Level V CHA - Level IV
END - Level V MNT - Level III
DEX - Level V ITN - Level III

Special Ability:

Enhanced END

Combat Statistics:

AP:	9
Armed Combat:	
Katana	VI
Wakizashi	V
Dai-kyu	V
Unarmed Combat:	
Brawling	V
Grappling	V

Significant Skills

	Level
Artistic Expression, Haiku Poetry	IV
Climbing	III
Leadership	V
Military Sciences	
Small Unit Tactics	IV
Trap Discovery	III
Public Performance	III
Security Procedures	
Concealment	IV
Stealth	IV
Social Sciences	
History, Japan to 1600 A.D.	II
Sports, Wrestling	V
Trivia	
Japanese Culture	IV
Japanese Tea Ceremony	V
Verbal Interaction	
Negotiation/Diplomacy	V
Wilderness Survival	
Cool Temperate	V

Appearance:

Height: Short
Build: Stocky
Looks: Attractive
Apparent Age: Mature adult
Actual Age: 36
Recognition Handle: A small but haughty Oriental with a samurai top-knot, partly shaven head, and gray outfit.

Distinguishing Physical Characteristics:

Uraga's appearance is quite conventionally samurai. Physically short, he is handsome, graceful, and unexpectedly strong. His usual garb is a loose gray tunic and wide-bottom trousers with a darker sash, through which his swords are thrust. When outfitted for battle, he adds chest and back armor and an elaborate samurai helmet.

Brief Personal History:

Birthplace: Ukaza, Japan, TNP Earth, 1564 A.D.

Born a samurai in the service of the previous ruler of Ukaza, Kenjiro Uraga served in the wars in Korea, and there learned the art of war. Returning home, he found that his past overlord had committed *seppuku* after failing in a revolt against the *daimyo*. The barbarian Ahjonah, who had been the bone of contention, was now elevated to rule the village. Uraga, with some misgivings, elected to join his service. Since then, however, Uraga has been searching for a way to turn the situation to his own advantage.

Personality:

Motivations/Desires/Goals:

Uraga still feels a certain quixotic loyalty to his former ruler, and so secretly despises Ahjonah. At the same time, he is in awe at the wizardry this barbarian can produce, and has come to regard it as the key to power. He wants to use that power to his own advantage, whether by betraying some new 'wizards' to Tokugawa or by finding a way to learn the knowledge for himself.

If Uraga is taken aboard the TARDIS, as suggested in the adventure text, he will become a loyal member of the crew. His chief motivation will still be to learn what he can, in hopes of using the knowledge later for his own aggrandizement. At all times, Kenjiro Uraga remains a self-seeking opportunist.

Manner:

Bound by the *bushido* code, Uraga is reasonably honest (but does his best to manipulate the truth to serve his own ends), loyal (except as a reasonable opportunity to better himself turns up), impossibly brave, and impeccably courteous. He is soft-spoken and dignified, and for all his maneuverings, has a deep fatalistic streak, a belief in karma that serves to make him almost immune to disappointment or to fear. Personal status (*on*) does mean a great deal to him, however, and he will do anything to avoid shameful or humiliating actions, such as abandoning a colleague or avoiding an enemy.



Name: Tokugawa IYEGASU
Race: Human
Sex: Male
Profession: Samurai *daimyo*

Attributes:

STR — Level IV CHA — Level V
 END — Level IV MNT — Level IV
 DEX — Level IV ITN — Level V

Special Ability:

None.

Combat Statistics:

AP: 7
 Armed Combat:
 Katma IV
 Wakizaashi IV
 Dai-kyu IV
 Unarmed Combat, Brawling III

Significant Skills

	Level
Administration	V
Leadership	V
Military Sciences, Small Unit Tactics	IV
Trivia, Japanese Culture	IV
Verbal Interaction	
Negotiation/Diplomacy	V

Appearance:

Height: Average
Build: Stocky
Looks: Striking
Apparent Age: Middle-aged adult
Actual Age: 50+
Recognition Handle: A tall Oriental with penetrating eyes.

Name: Kazu NAGAMI
Race: Human
Sex: Male
Profession: Ji-zamurai

Attributes:

STR — Level IV CHA — Level IV
 END — Level IV MNT — Level IV
 DEX — Level V ITN — Level IV

Special Ability:

None.

Combat Statistics:

AP: 7
 Armed Combat:
 Katana V
 Wakizashi IV
 Dai-kyu V
 Unarmed Combat, Brawling IV

Significant Skills

	Level
Leadership	IV
Trivia, Japanese Culture	V
Verbal Interaction	
Negotiation/Diplomacy	V

Appearance:

Height: Short
Build: Stocky
Looks: Average
Apparent Age: Mature adult
Actual Age: 40
Recognition Handle: A domineering Oriental with a flat face and a high forehead.

Distinguishing Physical Characteristics:

Broad and tall for a Japanese, Tokugawa's keen eyes and calculating expression give him an almost predatory look. He has a very commanding presence. Dressing in rich, brown-colored silk, wearing armor on ceremonial occasions or in battle, and carrying his two swords everywhere he goes, Tokugawa Iyeyasu is every inch the samurai warrior.

Brief Personal History:

Birthplace: Yedo, Japan, TNP Earth, 1550 A.D.

Tokugawa's birth made him a prominent *daimyo*; his ability made him the most powerful ruler in the land. Building his career through a series of carefully planned political moves, he served both Nobunaga and Hideyori without becoming inextricably bound to either. His association with Hideyori put him on the Council of Regents after the latter's death. By that time, however, his position was strong enough that old ties of friendship could give way to an active search for personal power. By the time of this adventure, Tokugawa Iyeyasu has built up a sizable following and a powerful position.

Distinguishing Physical Characteristics:

Kazu Nagami's broad, flat features and high forehead make him easily recognizable. These features are accented by the traditional samurai hairstyle of shaved upper head and long topknot. Nagami wears the brown clothes of the Tokugawa faction, as do his men. His expression is one of self-satisfaction, a "cat-that-ate-the-canary" smugness.

Brief Personal History:

Birthplace: Iwamoto, Japan, TNP Earth, 1560 A.D.

Nagami was the son of the previous ruler of Iwamoto, a *ji-zamurai* who owed allegiance to none of the great *daimyos*. Carrying on the tradition as long as possible, Nagami saw to it that Iwamoto remained out of the mainstream of Japanese politics. As the recent conflict between Tokugawa and his rivals shaped up, however, it became clear that Iwamoto lay perilously close to the main coastal route between two opposing provinces, and

Personality:

Motivations/Desires/Goals:

Tokugawa seeks the office of shogun and its power. He has a genuine desire for reform, and plans to see Japan united. Though distrustful of Portuguese and Spanish interests in Japan, he prefers not to offend them or the local Catholic minority until his position is unassailable. Total isolationism will not come until the time of his heirs, but Tokugawa believes that Japan should avoid the contamination of barbarian cultures, and is neither expansionistic nor particularly friendly toward foreigners. William Adams, the Anjin-san, is an exception, but only to the extent that he is both amusing and useful.

Manner:

Tokugawa is ruthless, cunning, and brilliant. He will sacrifice anything and anyone to his campaign to become shogun, but drives himself as hard as others. Though polite, he is often impatient and curt (for a Japanese). He is an inspiring leader, an able general, and a consummate politician.



Kazu Nagami found it expedient to ally himself with Tokugawa. Ever since making that decision, he has been actively searching for a means to retain his status as an ally rather than a vassal.

Personality:

Motivations/Desires/Goals:

Nagami takes pride in his independence, and he is eager to preserve it. Failing that, he would hope to emerge with sufficient prestige to be well-treated by the victor of the coming war. If approached properly, Nagami, like Uruga, will see the adventurers as useful bargaining chips to wring concessions from Tokugawa.

Manner:

Kazu Nagami is bland and inscrutable. His chief joys are slow torture and hard fighting. He is shifty and conniving, but lacks Tokugawa's genius for Japanese politics.



Name: William ADAMS
("ANJIN-SAN")

Race: Human
Sex: Male
Profession: Navigator

Attributes:

STR — Level IV CHA — Level V
END — Level IV MNT — Level V
DEX — Level IV ITN — Level IV

Special Ability:

None.

Combat Statistics:

AP: 7
Armed Combat:
 Katana III
 Wakizashi IV
 Matchlock Pistol IV
 Matchlock Musket III
Unarmed Combat, Brawling IV

Significant Skills

	Level
Leadership	IV
Trivia	
Japanese Culture	III
Seamanship	VI
Shipbuilding	V
Verbal Interaction	
Negotiation/Diplomacy	V

Appearance:

Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Mature adult
Actual Age: 36
Recognition Handle: A tall man with dark hair and a curly beard, dressed in samurai garb.

Distinguishing Physical

Characteristics:

By comparison to the Japanese around him, Adams is very tall. His European features and brown curly beard also set him apart, but he has adopted samurai garb and in many ways acts quite Japanese.

Brief Personal History:

Birthplace: England, TNP Earth, c. 1564 A.D.

As the hired pilot of a Dutch privateer, Adams sailed around Cape Horn and across the Pacific before a storm forced him ashore in Japan. Only a handful of his crew survived. The pilot adapted quickly, learning Japanese language and customs, and aligning himself with the Tokugawa faction in hopes of having his ship restored. He has become a samurai, a *hatamoto* to Tokugawa, and an expert on European warfare and seamanship.

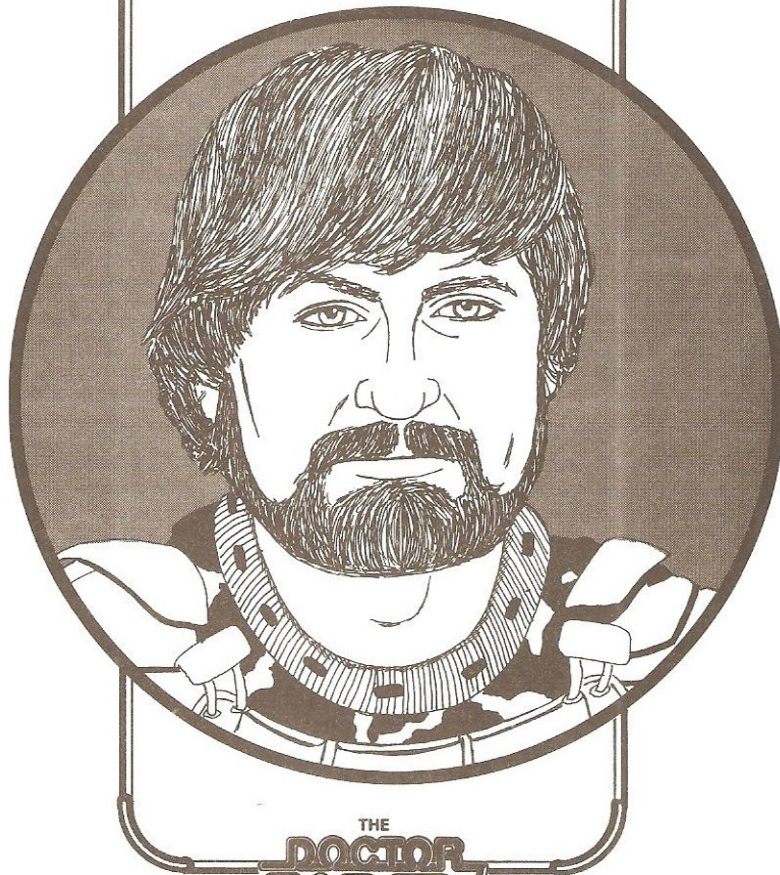
Personality:

Motivations/Desires/Goals:

Adams has come to admire Japan and its people, impressed with their civilization, courtesy, and culture. However, his chief goal is to find a way to win back his ship (impounded by Tokugawa on arrival and not yet restored) so that he can return home. The Anjin-san is also very much opposed to Catholicism and to the Spanish/Portuguese presence in Japan. He would dearly like to have a ship that could seize the rich merchant vessels that ply these waters under the Spanish flag. Adams is likely to believe that Ahjonah is a Spaniard, perhaps even a Jesuit, and will take a great interest in stopping him.

Manner:

The adventurers will be a welcome sight to Adams, the first non-Japanese he has seen in quite some time. Once he is sure they are not his enemies, he will be an affable, friendly ally to their cause.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: TYPICAL SAMURAI

Race: Human
 Sex: Male
 Profession: Warrior/Administrator

Attributes:

STR – Level IV CHA – Level IV
 END – Level IV MNT – Level IV
 DEX – Level V ITN – Level IV

Special Ability:

None.

Combat Statistics:

AP: 9
 Armed Combat:
 Katana V
 Wakizashi IV
 Dai-kyu IV
 Musket III
 Unarmed Combat, Brawling IV

Significant Skills **Level**

Leadership IV
 Military Sciences
 Small Unit Tactics IV
 Security Procedures
 Concealment IV
 Stealth IV
 Trivia, Japanese Culture IV
 Verbal Interaction
 Negotiation/Diplomacy V

Appearance:

Height: Short
 Build: Average
 Looks: Plain
 Apparent Age: 15-50
 Recognition Handle: Gamemaster's choice

Notes:

Samurai appear in the forces commanded by Ahjonah, Hagami, and Tokugawa. Those in Tokugawa's service wear brown uniforms; their enemies wear grey. They also wear armor during battle, but rarely under other conditions.

Name: TYPICAL NINJA

Race: Human
 Sex: Male (with rare exceptions)
 Profession: Assassin/Spy

Attributes:

STR – Level V CHA – Level III
 END – Level V MNT – Level IV
 DEX – Level V ITN – Level V

Special Ability:

Enhanced DEX
 Blending

Combat Statistics:

AP: 9
 Armed Combat:
 Sword V
 Nunchuka V
 Dai-kyu V
 Shuriken V
 Unarmed Combat:
 Karate/Judo V

Significant Skills **Level**

Climbing V
 Military Sciences
 Small Unit Tactics III
 Trap Discovery IV
 Security Procedures
 Concealment VII
 Disguise IV
 Stealth VII
 Surveillance V

Appearance:

Height: Short
 Build: Average
 Looks: Plain
 Apparent Age: 15-50
 Recognition Handle: Gamemaster's choice

Notes:

Ninja appear as described at various points in the adventure. They wear camouflaged clothing (black for work at night, grey for rocky areas, green in woods, etc.), including masks to hide their features. They may also carry an array of gimmicks such as flash grenades, special climbing gear, poisons, and many other useful and dangerous items.

Name: TYPICAL JAPANESE PEASANT

Race: Human
 Sex: Gamemaster's Choice
 Profession: Variable

Attributes:

STR – Level III CHA – Level III
 END – Level IV MNT – Level III
 DEX – Level IV ITN – Level III

Special Ability:

None.

Combat Statistics:

AP: 7

Significant Skills **Level**

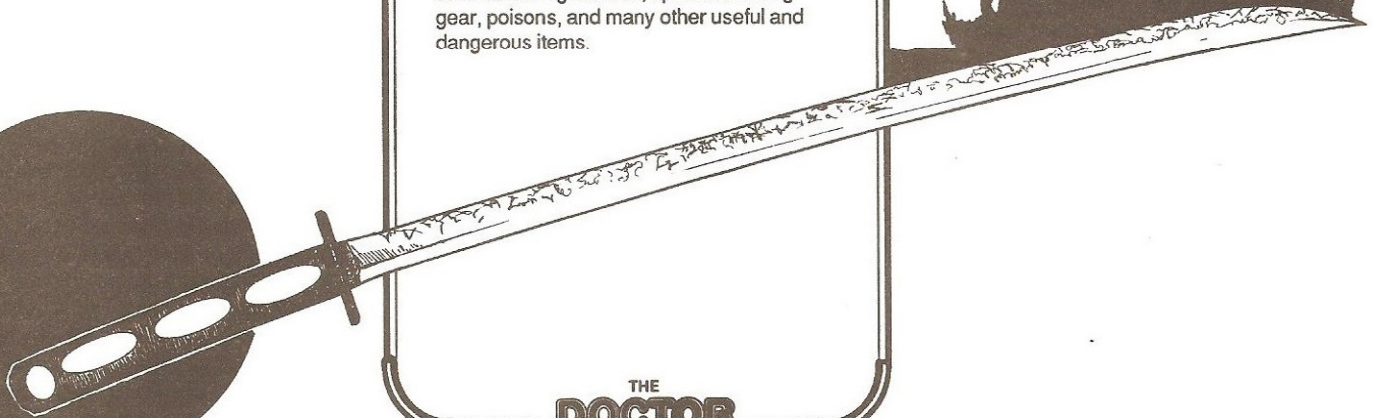
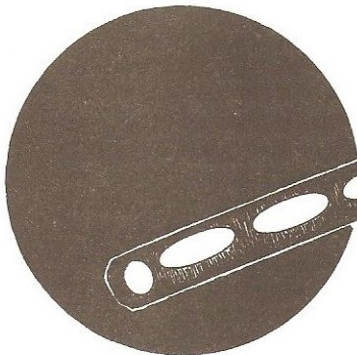
Trivia, Japanese Culture IV
 Verbal Interaction
 Negotiation/Diplomacy V

Appearance:

Height: Short
 Build: Average
 Looks: Plain
 Apparent Age: Gamemaster's choice
 Recognition Handle: Gamemaster's choice

Notes:

The ubiquitous peasant may be a source of information, a help or hindrance to the players, or merely a part of the overall background.



GAMEMASTER'S NOTES



HINTS FOR PLAY

CREATING CHARACTERS

The characters in this game should include at least one Time Lord and his or her Companions (whether these are Gallifreyans, humans, or something else entirely). Though it is possible for the Time Lord binding the group together to be an NPC, this may tend to decrease the initiative shown by the players and make them too dependent upon the gamemaster's direction. Players should control their own destinies, and so it is usually best for the Time Lord to be one of the player characters.

It may be interesting for some of the player characters in this adventure to begin separately from the Time Lord group. Players might take the roles of 52nd-century scientists from the *TX-4* crew or of Japanese native to 17th-century Earth. In the *DOCTOR WHO* television series, most Companions begin as incidental acquaintances met in the course of an adventure. They may help or hinder the Time Lord in the first story in a way that introduces these other characters, either adding them into the existing framework or substituting them for established NPCs. Note that neither Sandor or Lamech is really suited to be a player character, and the gamemaster should first consider their role in the story before allowing them to be so used. If the gamemaster really wants to introduce a new TX crew player character without replacing existing characters, he may increase the size of the ship's crew.

The core of the adventuring group, however, will always be a band of travelers voyaging through space and time in a particular TARDIS, led by one or more Time Lords. These characters could be CIA operatives, but the background of this adventure would permit any group of time travelers to be involved, no matter what their affiliation with Gallifrey.

CREATING THE ATMOSPHERE

In any roleplaying game, it is the gamemaster's job to create and preserve the appropriate atmosphere, so that the game comes alive for the participants.

The DR. WHO: RPG rules contain sections devoted to just that. Included are numerous tricks of the trade to help the gamemaster create descriptions and to moderate the game situation. Therefore, the material discussed here does not address the entire process of spinning the tale and bringing it to life. Rather, the focus is on those aspects of **The Warrior's Code** that must be played up to achieve the goals of good gamemastering.

The Setting

First and foremost, the gamemaster must keep in mind the place and time of the adventure. His descriptions of the place and events of the scenario must evoke images of feudal Japan, not the American West, New York's ganglands, or the planet Skaro.

Feudal Japan is a land of contrasts, a place where an ancient and sophisticated civilization goes hand in hand with a disregard for individual life and personal freedom. The elegant architecture, exquisite clothing, and soft-spoken courtesy exist equally with the duplicity of the Japanese *daimyo* and the savage, casual killer instincts of the samurai. To Westerners who will be playing this game (and generally seeing the adventure through the eyes of characters with an equivalent cultural background), this Japan should come across as a land of mystery, refined culture, and no little danger.

If the gamemaster wants a good point of reference, the novel and TV miniseries *Shogun* is the best possible source of information and inspiration. As a fictionalized version of the experiences of William Adams, the Anjin-san, that story has changed the names of the participants and created some events out of whole cloth, but it remains true to the general outline of history and the basic spirit of the time and place. If the gamemaster can

duplicate or refer to some of the imagery evoked there, aided perhaps by the artwork in this book and information from other sources, he cannot go far wrong.

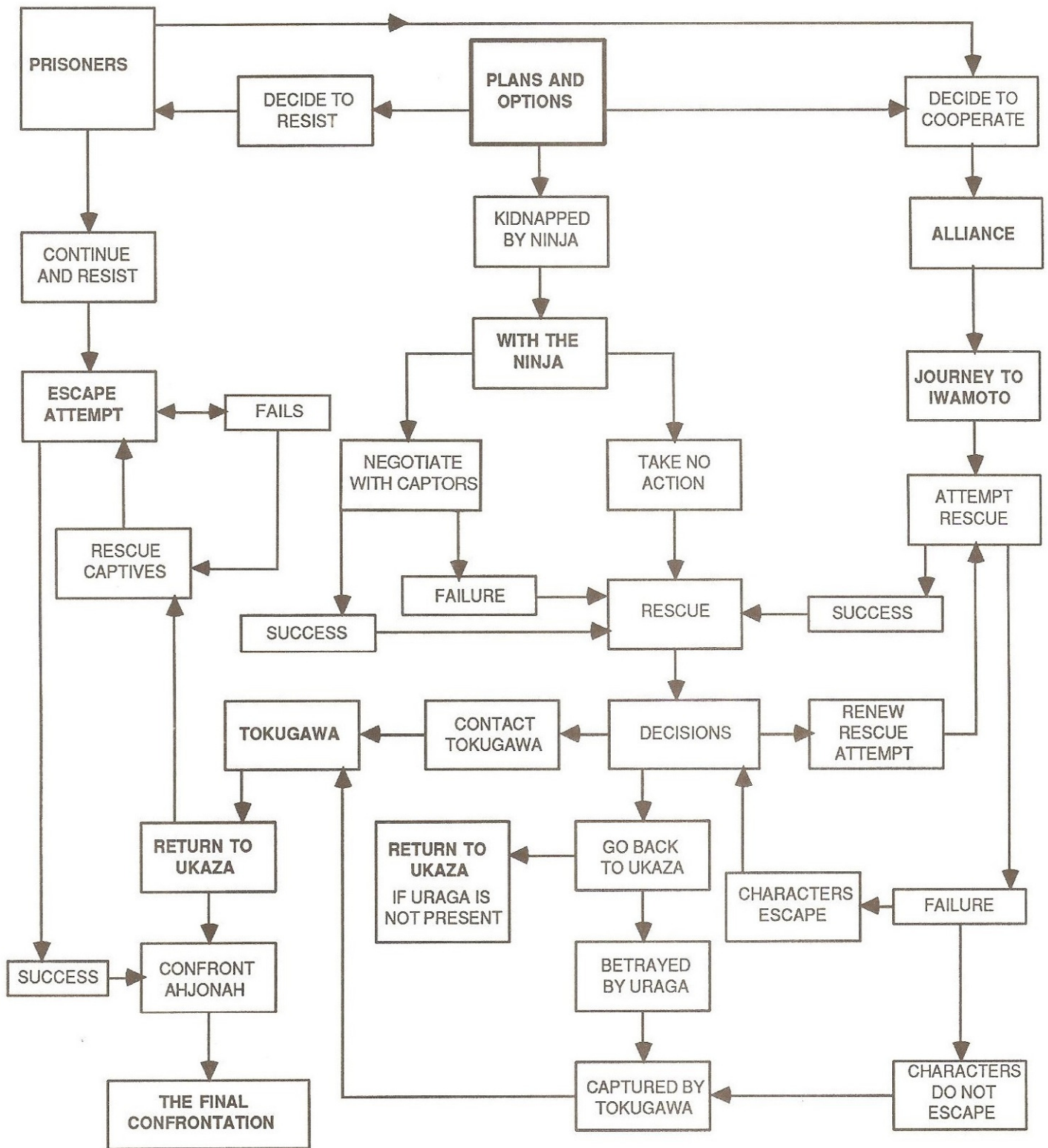
Another important technique is to use NPCs from 52nd-century Earth to throw the culture of 17th-century Japan into sharp relief. By playing up *their* reactions to the strangeness of their surroundings, their horror at samurai killings, or their awe at the sight of the serenity of a Japanese garden, the gamemaster can strike responsive chords in the minds of the players. Moreover, the contrast between the strangeness of the land and Ahjonah's wholehearted adoption of Japanese ways will help point up the seductive nature of Japanese life and the resulting change in Ahjonah's personality.

Using NPCs

It is vital that the gamemaster's narrative describe how the NPCs encountered in the course of the scenario interact with the player characters, with each other, and with the unfolding web of events. This booklet provides a number of NPCs, both Japanese and visiting time-travelers, who can help or hinder the group. These important NPCs are not the only ones the adventurers will encounter, however. There are also minor figures such as peasants, unnamed samurai, the ninja, and so on. The way these ordinary people react to situations is at least as important to conveying the proper mood as are descriptions of Tokugawa or Neema.

The NPC is a direct line from the gamemaster into the world of the game. Manipulation of the NPCs to show awe, fear, hostility, or other emotions is the best way the gamemaster has to subtly indicate the gamut of feelings the player characters are likely to experience. This quiet pipeline is often far more effective than the more impressive arsenal of godlike powers at the gamemaster's command. It is one thing to tell the players that they see a multi-barreled weapon that could be a Gatling gun, quite another to show graphically the horror and confusion it can sow among samurai who have never before experienced such an awesome concentration of firepower.





ADVENTURE FLOW CHART

ADVENTURE FLOW CHART

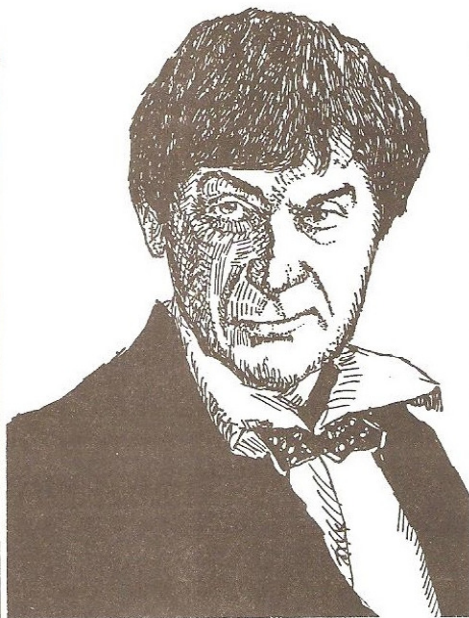
Unlike many roleplaying adventures, **The Warrior's Code** does not necessarily follow a precise, pre-determined path of action. Decisions made by the players at various points, combined with the gamemaster's introduction of events beyond their control, may send the adventure off on a number of different paths. Decision points and the outcomes (in terms of success or failure) of each specific choice may shape the final story differently each time a new group plays. This will be particularly true when the player characters separate to pursue different courses.

The Adventure Flow Chart is provided to help the gamemaster track the adventure through a variety of foreseeable events or circumstances. In every case, events unfold in a linear fashion (with a few minor decision points that do not lead off in any significant alternate direction) until the ninja kidnapping of one of the characters and the decision that must be made regarding Ahjonah's request for aid. The box marked **Plans and Options**, which corresponds to the narrative section of the same title, is always the starting point from which play proceeds.

From here, the flow chart portrays the major available decisions and their possible consequences. Each box with a boldface heading corresponds to a section of the same name in **The Adventure**, so that the gamemaster can review the situation at any specific point by consulting the text. Other boxes are headed with a descriptive title, and refer to choices or activities not confined to a particular section of the booklet.

Splitting up a group of players can be a bookkeeping nightmare for the gamemaster, but will sometimes enhance the group's ability to act. If, for instance, a group of three is split so that one member is in ninja hands and negotiating with Kazu Nagami, while a second is mounting the captive's rescue, and the third character remains behind, posing as a trustee in Ahjonah's lab in order to steal the sensor, locate the timeship, escape from town, and scavenge parts from TX-3, the group will have more aces in the hole than if the ninja captive were an NPC and all three player characters were involved in the rescue.

Shifting from one group to another, as is done in any **DOCTOR WHO** TV episode, is one way to keep everyone involved, keep the action moving, and



avoid the chance that one group may fall behind. It is even acceptable to shift scenes with some crucial bit of action unresolved, creating a minor cliffhanger while different groups explore other avenues.

The flow chart cannot and does not pretend to cover every eventuality. Any sufficiently talented group of players will always find an approach not provided for in the scenario, a law as true as those for gravity, thermodynamics, and relativity. There will be times when the gamemaster will not get much help from the flow chart in figuring out what to do next. This is where the gamemaster truly comes into his own; it is his job to deal with the unexpected by using his knowledge of background and planned events to figure out (and implement) the consequences of the players' surprising move. He will need quick wit and creativity to improvise the next "section of the text". Conservative gamemasters will try to steer the adventure back to some decision point given on the flow chart; more daring ones may welcome the chance to strike out in a whole new direction to see where the player group's whimsy might lead them.



GENERAL ADVENTURE PROCEDURES

Certain basic procedures are necessary to effectively judge the course of the adventure. In order to handle the special situations that may arise from **The Warrior's Code**, the gamemaster should make himself familiar with the following material.

JUDGING MANNERS AND INTERACTION

Japanese society, with its highly formal rules of politeness, obedience, and status, presents an added challenge to the normal process of Verbal Interaction. Failure to use the proper modes of address, to bow at the right times, to observe the common rules of courtesy, can cost the adventurers dearly. Conversely, by correctly using these various social techniques, the adventurers may find their way made easier.

Before the players can know what to do, however, the gamemaster must first make sure they have an opportunity to learn. His narrative and descriptions should emphasize Japanese manners and social interaction so that the players have a chance to see them in action. He should lay stress on ceremonial bows, the formal exchange of greetings, the use of varying modes of speech, and degrees of politeness in the conversations they witness. Where appropriate, the gamemaster should use the suffixes *-san* and *-sama* in speaking personal names. In other words, there should be full scope for players to watch and learn by keeping eyes and ears open.

Any character with *Trivia* skill in *Japanese Culture* should be immediately familiar with all the sociological material in the **Background Information** section of the booklet. Finally, a character who shows a desire to learn may, by using unmodified *Negotiation/Diplomacy* skill, persuade a samurai to teach him the same information during any period of captivity.

When attempting to use any form of Verbal Interaction with Japanese characters, the gamemaster must induce players to spell out exactly what they want to say and how they plan to say it. The gamemaster can

then judge which of the factors listed below apply to the current situation, and apply the modifiers given to the roll made against the Target Number of the task.

INTERACTION MODIFIERS

Character is samurai.	+3
Character is dressed as samurai.	+1
Character speaks in Superior mode.	-1
Character speaks in Neutral mode.	0
Character speaks in Inferior mode.	+1
Character is extremely polite.	+3
Character is polite.	0
Character is minimally polite.	-3
Character is rude, noisy, etc.	-6
Character addresses target without honorific.	-3
Character addresses target as <i>-san</i> .	0
Character addresses target as <i>-sama</i> .	+2
Target is samurai.	-1
Target is <i>heimin</i> .	+5
Target is <i>eta</i> or <i>ninja</i> .	0
Target is a <i>daimyo</i> (Tokugawa).	-3
Target is Adams.	+2
Character is a woman.	-4

JUDGING EQUIPMENT USE

The various special pieces of equipment that may have unusual game effects are briefly described below.

Portable Sensor Module

The module has five settings.

Setting 1 detects the presence of a timeship's temporal beacon. By taking two readings from different locations (not on the same bearing), the user can accurately pinpoint the timeship's location.

Setting 2 detects the presence of any energy source within a 250-meter radius. Within a ten-meter radius, the sensor flashes a light that grows longer and brighter the closer the sensor is to the source.

Setting 3 identifies vital signs of any living organism immediately under the scanner's probe. It could identify irregular health or point up the presence of a non-human being (like a Gallifreyan) who might not ordinarily be so recognized.

Setting 4 is a geologic analysis unit. It will detect the presence of metal, radioactive materials, and the like, and can be used to perform soil analysis by placing the probe in the ground.

Setting 5 is a link to the on-board computer of the timeship. Only the crew's own timeship can be accessed. A voice-activated recall system and tiny display screen are used to call up and examine the data. Only one setting can be used at a time.



USING THE PLAYERS' HANDOUT

The material in the **Players' Handout** is intended for use by the players during the course of the adventure. The gamemaster will probably find it simplest to lift out the four-page folio at the end of the booklet. He can then photocopy and/or pass it around to the players at his discretion. At times, the gamemaster may also wish to omit some information from photocopies to further limit the availability of such data.

The **Handout** provides information that is necessary (or sometimes merely interesting or enlightening) to roleplaying **The Warrior's Code**. However, not all the material is necessarily of use. Irrelevant material has been deliberately inserted to keep the players in the dark about exactly what is or is not important to them. If only essential information were included, the **Players' Handout** itself would be too much of a giveaway about the nature of the scenario.

Player characters can gain access to the information directly only when they use the TARDIS computer. Doing advance research, even taking notes, is allowable, but the **Handout** is returned to the gamemaster when the group leaves the TARDIS. However, a Difficulty Level IV task using *Communications Systems Technology* skill will allow a temporary linkup between the TARDIS data banks, the TX-3 computer, and hence the portable sensor. Finally, specific information can be gained through successful use of the skills listed in parentheses under each subject. This is a Difficulty Level III task on the Interaction Matrix.



LOCALES

Several maps have been provided for the gamemaster's use, which can also be shown to the players if he so chooses.

MAP 1, JAPAN

This map shows the islands of Japan in 1600, with the major cities marked. The inset gives the locations of (1) the landing point; (2) Ukaza; (3) Iwamoto; and (4) the site of Ahjonah's timeship.

MAP 2, UKAZA

The second map gives the general layout of the small village of Ukaza, including noteworthy buildings and sites of interest.

MAP 3, IWAMOTO

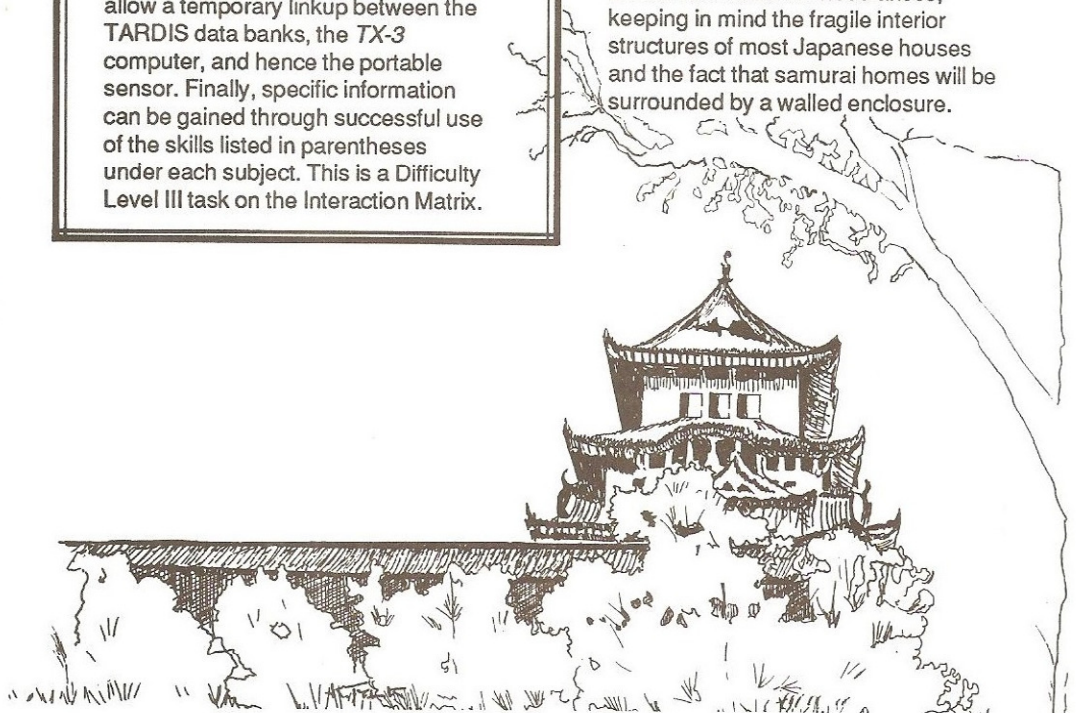
A similar map shows the slightly larger town of Iwamoto, with similar points of interest marked.

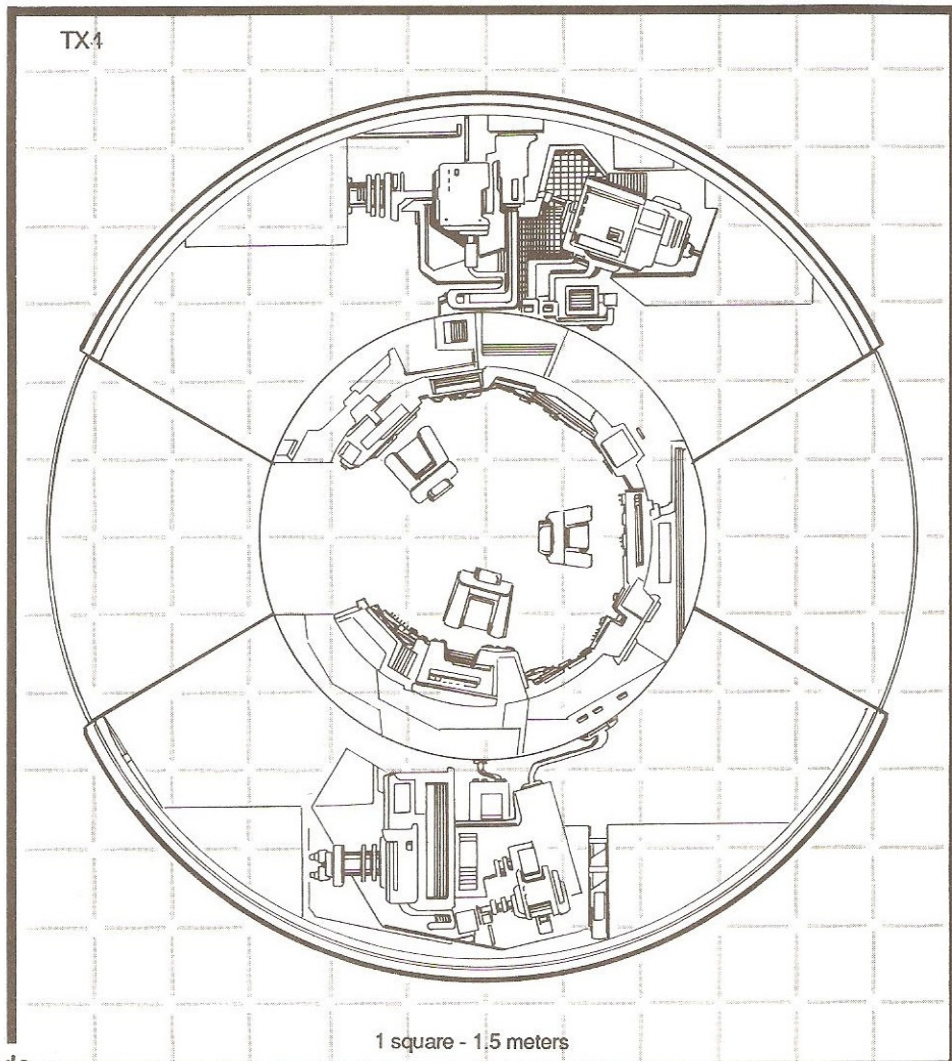
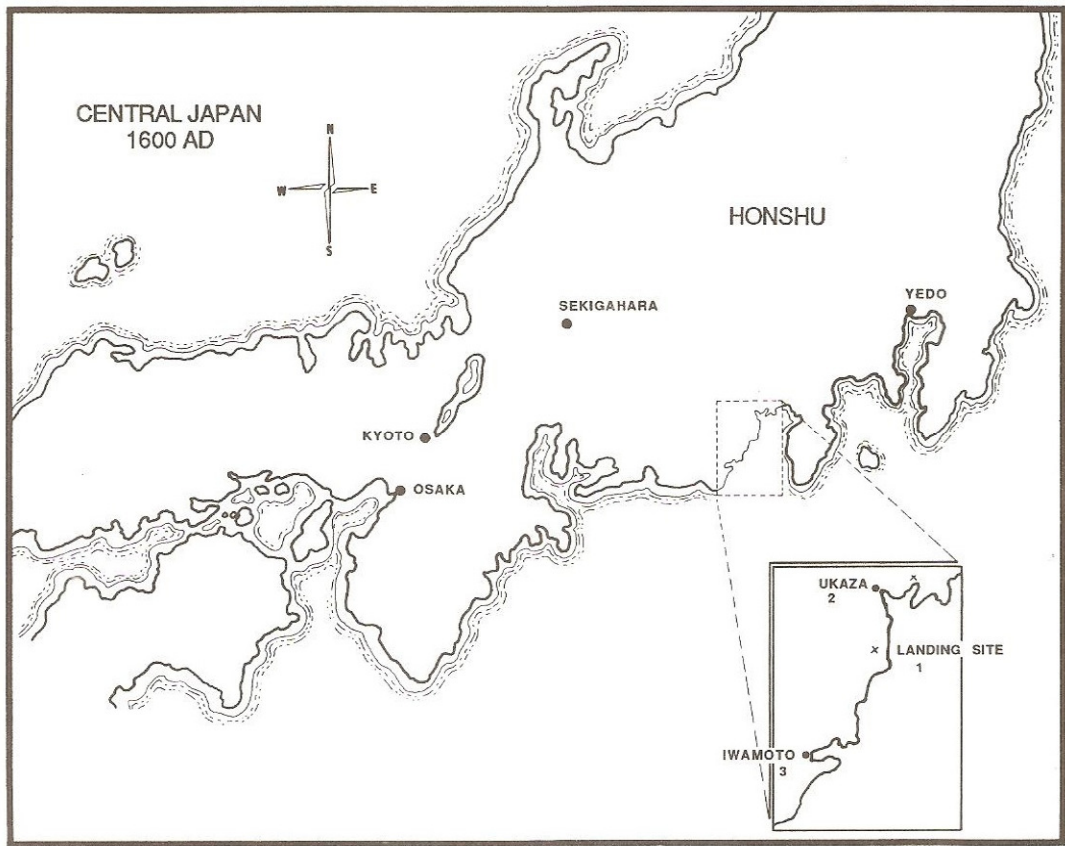
MAP, EARTH TIMESHIP

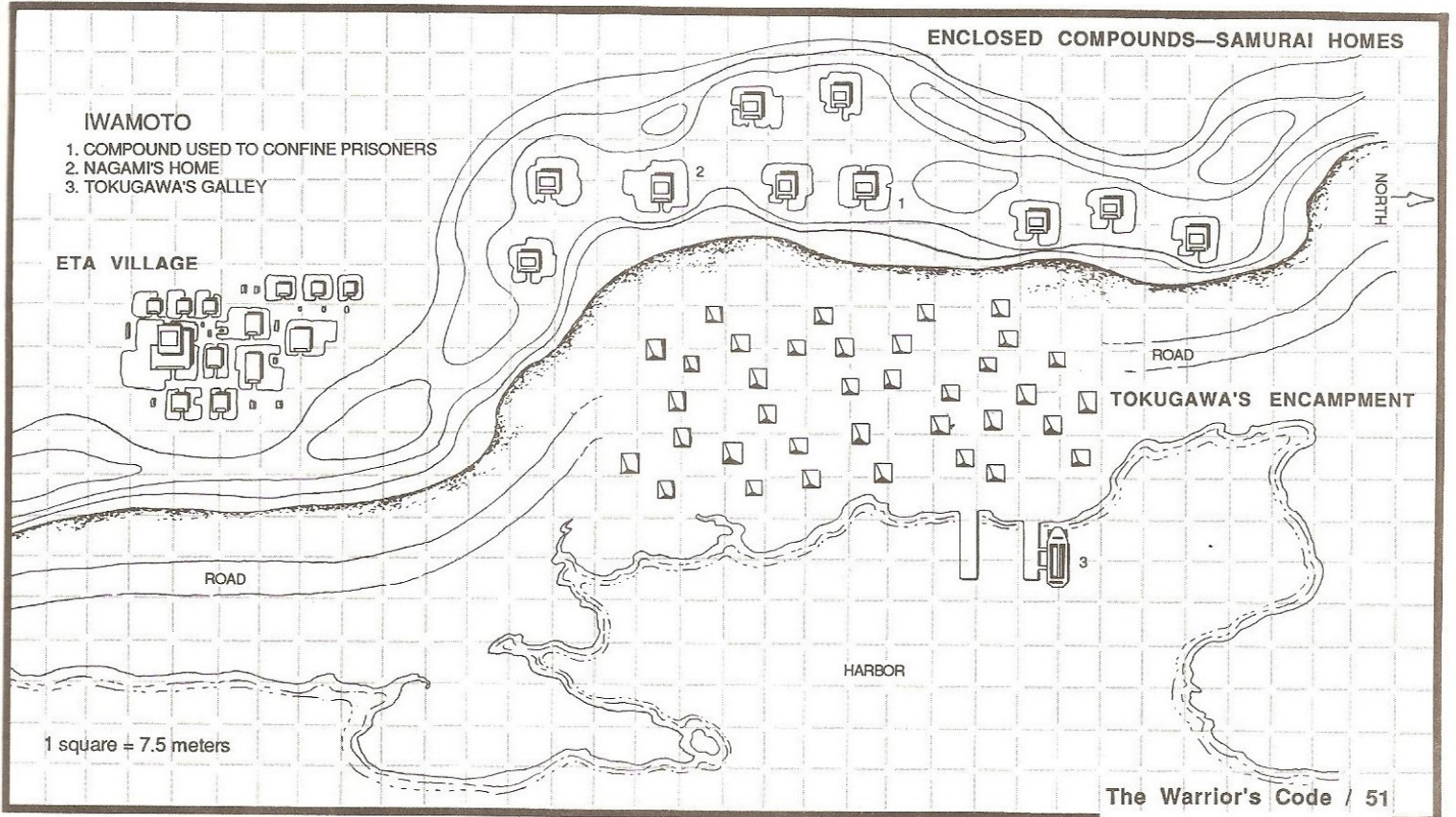
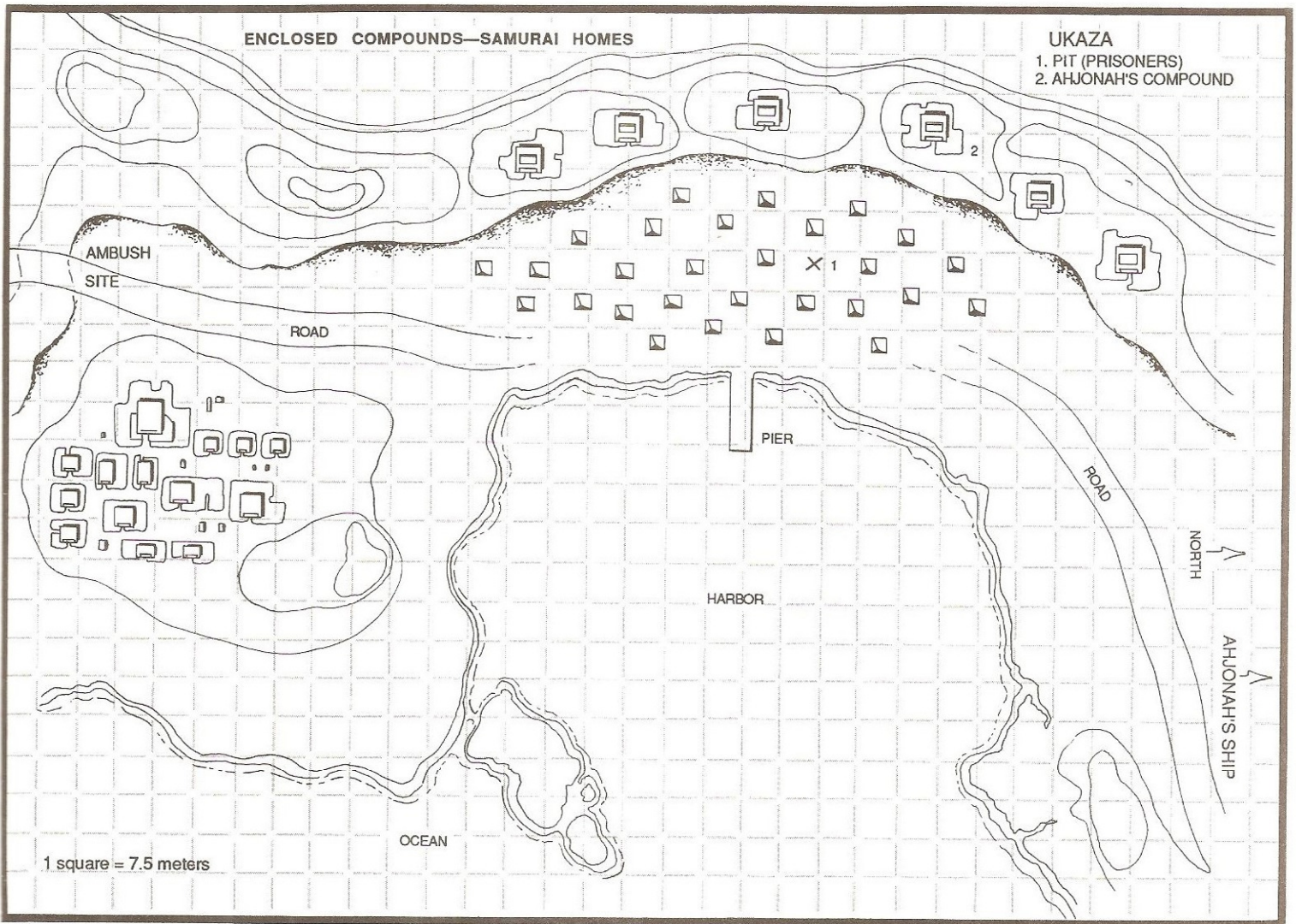
This diagram shows the interior layout of all the TX series of trans-temporal vehicles.

BUILDINGS

No individual buildings have been mapped out in detail. The gamemaster should do this as the need arises, keeping in mind the fragile interior structures of most Japanese houses and the fact that samurai homes will be surrounded by a walled enclosure.









EQUIPMENT

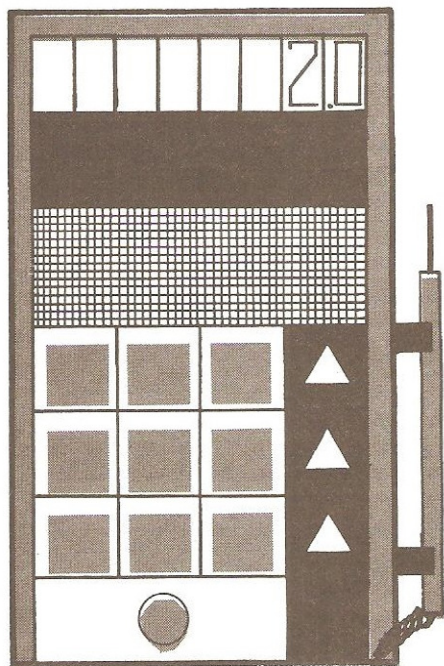
The only major item of equipment introduced in the adventure is Neema's portable sensor module.

PORTABLE SENSOR MODULE

The sensor module is an oblong box 13 cm by 22 cm by 4 cm, which the user wears clipped to his belt. Two separate leads run from the box: one is a probe unit, the other a flat readout screen and voice control box. The readout box can be held in one hand or clipped to the back of the sleeve of the hand carrying the sensor probe.

With its multiplicity of settings, the portable sensor can be used to analyze soil samples, perform basic medical checks, detect and locate energy sources, or recall data from a remote computer tied directly to the module via ultrabeam communicator. The models issued to the TX Project have another setting to track the location of a timeship beacon while moving cross-country. For accurate results, triangulation of the beacon is necessary.

TX crews are issued one sensor module per timeship. It is normally operated by the computer technician member of the crew.



TWO BY TWO

The wheezing shudder of materialization died away, and the TARDIS was still once more. The Doctor, looking insufferably pleased with himself, tapped an instrument gauge with one nervous finger.

"I wouldna get yer hopes up tae haigh," Jamie McCrimmon was telling the passengers. As they emerged from the immense labyrinth behind the wardrobe room, Zoe and Jamie were relaxed and casual, Lamech and Neema incredulous at all they were seeing.

"The Doctor," the young Highlander continued in tones as confidential as a full peal of church bells, "sometimes has a wee problem wi' the steering."

Zoe nodded agreement. "It could be years before he gets you home. We just never know."

"Zoe," The Doctor chided. "I'm in control of the TARDIS all the time."

"Or it is o' you," Jamie muttered darkly.

"Well, then, if I'm *not* in control, then I guess that couldn't be the TX Project grounds outside," The Doctor huffed, flipping on the viewscreen to show the low building and open pavement outside. The words "TX Project: No Trespassing" stood out clearly on one nearby sign. "And the gauges say 5148 A.D.," The Doctor went on, clearly relishing the moment.

"It has tae be luck," Jamie said. "Or ye've changed the viewscreen somehow."

Lamech laughed. "No, we're home all right. Of course, it helps that there is a homing module built into one of those boards we scavenged. This is the one place in the universe you'll be able to return to any time you want." He grinned at Jamie and Zoe; it was the girl who started laughing first.

"Don't worry, professor," Jamie said, joining in the laughter as it became general. "Gie the wee thing time, an' I'm sure it will go wrong, too."

The Doctor seemed about to make an angry retort when Neema broke in. "We have so much to thank you for,

Doctor," she said. "I hope you'll consider staying with us for awhile."

Lamech nodded eagerly. "Yes," he said with enthusiasm. "There's so much we can learn from this TARDIS of yours—"

"Broken down as she is," Jamie said to Zoe in a mischievous undertone.

"Why, in a matter of weeks, I'm sure we can correct the faults in our designs and put the Project back on track, even without Professor Ahjonah," Lamech finished breathlessly.

The Doctor shook his head. "You mustn't try to rewrite history, Professor Lamech, and you shouldn't get involved with time travel. Humanity isn't ready for it."

"But the lives we could save—" Neema began.

"It's only to move to a habitable time—" Lamech said almost simultaneously.

Reaching out to the control console, The Doctor touched the external door control. They opened inward with a whirr. "Humanity isn't ready to tamper with Time," he repeated. "Once you have the ability to send out working timeships, you can't cork the genie back up in the bottle." The Doctor's eyes locked with Lamech's. "The temptation to interfere, to change something here or erase some catastrophe there... it's too big a temptation. Once my people made a terrible mistake in Time and wiped out a friendly, peace-loving race. From that time on, we renounced our meddling. It's true we still get involved, but with more soul-searching about it than we used to do. One civilization endangering Time is quite enough, without getting humanity involved, don't you think?"

Lamech began to make an angry retort, but Neema touched his arm. "He's right, Commander. Picture a hundred Ahjonahs with a hundred ideas about how to make the present a perfect place by changing the past. It isn't worth the trouble we would unleash."

"Then how do we save mankind, Doctor?" Lamech seemed beaten.

With an impish grin, The Doctor picked up a thick, well-worn volume from the console, where he'd set it earlier. "Something will come to you, Lamech," The Doctor said. "I suggest you take some time and read a good book before you make up your mind."

Lamech looked down at the volume in his hand blankly as The Doctor urged the two timefarers to the door. From where she stood, Zoe saw the title: *The Holy Bible*.

PLAYERS' HANDOUT

The following data entries are available through the TARDIS computer banks. Players may access the information when they are aboard the TARDIS. In addition, they may use skills noted in parentheses under the various topics. It requires a Difficulty Level III task on the Interaction Matrix to recall the same information from education, experience, or general knowledge.

ANJIN-SAN

(History, Earth; History, Japan; Trivia, 20th-Century Literature)



vision miniseries.

The name given by the Japanese to English navigator William Adams, who was the first Englishman to visit Japan. Adams was shipwrecked in Japan in 1600 A.D., and ultimately became an advisor to Tokugawa Iyeyasu, the Japanese warlord. The life of Adams in Japan was fictionalized in a highly popular 20th-century novel and television miniseries.

BUSHIDO

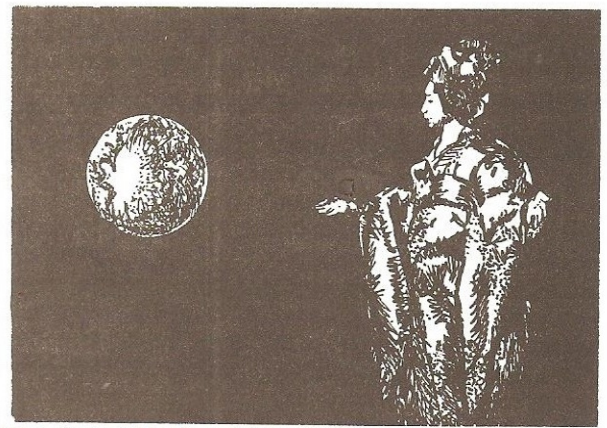
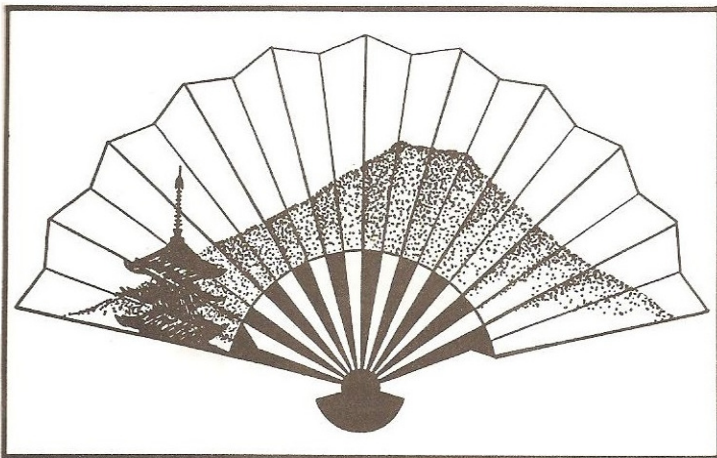
(History, Earth; History, Japan)



ularly heinous violation of the code was the abandonment of comrades.

The code of honor followed by the samurai of feudal and post-feudal Japan. The *bushido* code dictated that warriors give unquestioned obedience to their overlords, and proper protection and support to their vassals. *Bushido* demanded bravery in battle, to the point of requiring that the samurai fight even against overwhelming odds. A particularly heinous violation of the code was the abandonment of comrades.

In principle, the *bushido* code of conduct prohibited both deceit and treachery, but the cunning evasion of these prohibitions was a key element of Japanese politics throughout the era of the samurai. First appearing with the rise of Japanese feudalism in the 12th century A.D., the "warrior's code" flourished up through the Second World War. It faded in the post-war period as pacifism replaced traditional samurai values.



EARTH HISTORY, 5100-5200 A.D.

(History, Earth; History, Galactic)



ments were undertaken.

After the fall of the Icelandic Alliance, Earth experienced a renaissance of scientific and social progress. In this period, interstellar travel remained lost as a result of the breakdown of technology and order during the Ice Age and the attempted dictatorship of Magnus Greel. However, interplanetary travel revived, and a variety of scientific experiments were undertaken.

During this period, humans created the artificial slave race of Monoids. Also, in 5131 A.D., scientists were able to predict the solar instability that would render the planet Earth uninhabitable less than a century later.

In the latter half of the century, humanity focused on attempts to save itself from the predicted disaster. Two separate projects ultimately emerged, both of them based on the principle of "space arks". One, the brainchild of a scientist named Lamech and his son Noah (who became commander of the ark), was a simple conversion of the old deep-space station Nerva. Humans placed in cryogenic suspension on Nerva were to be reawakened automatically to recolonize the Earth after solar activity had returned to normal.

This Ark was invaded by the Wirrn, an insectoid race that traveled through space but needed living creatures as a repository for its eggs. Wirrn interference deactivated the automatic revival systems. In the year 12,590, The Doctor (then in his third incarnation) and his Companions helped to defeat the Wirrn, revive the station personnel, and reclaim the Earth from the Sontaran scouting unit that had come to the deserted planet. Ark commander Noah died after being taken over by the Wirrn, but recolonization of Earth proceeded smoothly as humans arrived from pre-flare interplanetary colonies.

The second Ark was developed when the secrets of interstellar travel remained lost despite the best efforts of a major research project. A planned interstellar transport, complete except for hyperspace engines, was transformed into a generation ship and launched on a 700-year-long voyage. Its destination was Refusis, a planet that Federation-era records showed to be uninhabited and ideal for colonization. During the voyage, The Doctor (in his first incarnation) accidentally landed on the Ark. One of his Companions contaminated the Ark with germs to which neither humans nor the Monoid labor force had any natural immunity. Although the Doctor rectified this, the lingering effects later helped the Monoids stage a rebellion. This ended only when The Doctor further intervened in 5920 A.D. on Refusis itself. The invisible Refusian race aided him in arranging for peaceful coexistence between humans, Monoids, and Refusians alike. (See also the CIA pamphlet *The Case Against Intervention: The Doctor and Disaster From 10,176 - Present.*)

FEUDAL JAPANESE SOCIETY

(History, Japan; Social Sciences, Sociology)



The social structure of Japan from the 12th century to the 19th century A.D. was a form of feudalism far different from that of medieval Europe. Although a warrior aristocracy dominated in both systems, each developed differently due to their unique circumstances.

In Japan, the samurai military class rose to dominance by supplanting and absorbing the previous aristocracy, which had ruled through prestige of birth and station. Outwardly, the old aristocracy (in the form of the divine emperor and the imperial court) remained intact. In reality, the emperor became only a figurehead who bowed to the power of a military dictator, a *shogun* or *taiko*, who was of the warrior class. Rival feudal warlords were the actual landowners, wielding absolute power of life and death over those of lower birth. Japanese allegiances never became as firm as those between European lords, and it was only through the continued reverence given to the emperor that unity eventually emerged in Japan.

Constrained by overcrowding, the Japanese placed little value on the concept of privacy, and instead rapidly developed elaborate, highly formal, and courteous social behavior to handle the inevitable frictions of interpersonal relationships. The major motivation of the Japanese in this era (and indeed for a long time thereafter) was that of public image. Failure of duty or courtesy caused shame, in some cases redeemable only through suicide.

Feudal Japanese society was structured like a pyramid, with the Imperial Court as a largely decorative capstone on a hierarchy of samurai, peasant farmers, artisans, and merchants. A caste of untouchables, the *eta*, existed almost outside the normal hierarchy. Women were inferior to men within their caste, but a woman of samurai class was still accorded greater respect than any commoner.

GATLING GUN

(History, Earth; Trivia, History of Firearms)



This multi-barreled machine gun was named for Richard Jordan Gatling, who invented the first version in 1861. The early Gatling gun used a hand crank to rotate the barrels around a central axis. As the barrels rotated, a preloaded magazine fed in primitive bullets made of powder, ball, and percussion caps. As the barrel rotated, rounds were fed in, chambered, fired, and extracted at specific positions around the ring. The weapon's rate of fire varied according to the speed at which it could be cranked.

Early Gatling guns were adopted by the U.S. Army, the British Army and Navy, the French, and the Russians. A Russian general named Gorloff substituted his name for Gatling's on the weapons' nameplates, and thereafter the Russians always claimed credit for inventing the weapon.

The last combat use of a Gatling gun was by Russians at the siege of Port Arthur during the Russo-Japanese War. It became obsolete, and was no longer in service by the time of the First World War, but other automatic weapons using the Gatling principle were used as aircraft guns later in the 20th century.

JAPANESE HISTORY, 1550-1650 A.D.

(History, Earth; History, Japan)



A transitional period in Japanese history, this hundred-year period saw the fall of the Ashikaga Shogunate, the first coming of Europeans to Japan and its subsequent closure to Western contact, and the rise of the Tokugawa Shogunate after a period of intense upheaval and civil war.

Westerners arrived in Japan in 1543 A.D. In 1549, the Portuguese Jesuit priest St. Francis Xavier arrived in Japan, remaining for two years to spread Catholicism.

In 1567, Oda Nobunaga overthrew the last Ashikaga shogun and centralized Japanese government under the *taiko*, a military governor.

In 1570, Portuguese traders were first permitted into Nagasaki. Elsewhere in Japan, foreign ships were subject to seizure.

In 1578, Otomo Yoshishige, a prominent *daimyo*, became a convert to Catholicism.

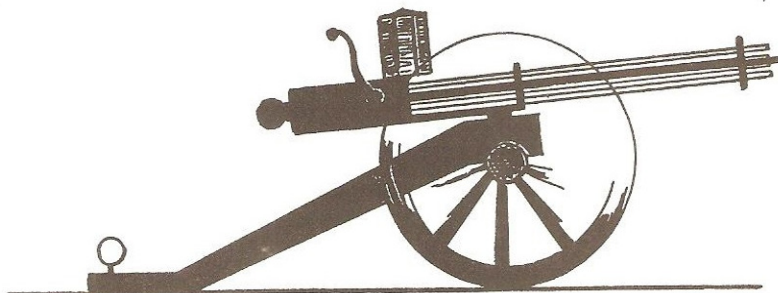
In 1582, Oda Nobunaga was betrayed and forced to commit suicide. After a civil war, Toyotomi Hideyoshi set up a dictatorship as *taiko* in 1585 A.D.

In 1587, Hideyoshi established the first edict against Catholicism in Japan, but it was not enforced.

In 1592, Hideyoshi began the invasion of Korea, evidently as the first step in a campaign of world conquest. The war lasted until 1596, then was renewed briefly in 1597. The death of Hideyoshi in 1598 ended the conflict in Korea. The *taiko* left a minor child, Hideyori, as son and heir. A council of regents ruled Japan in his name.

In 1600, William Adams arrived in Japan, the first Englishman ever to visit there. Tokugawa Iyeyasu, a powerful *daimyo* in the Council of Regents was challenged by a coalition of rival lords at the battle of Sekigahara. After an overwhelming victory, Iyeyasu consolidated his power and received the Imperial appointment as *shogun* in 1603. Iyeyasu's son Hidetada took over the office of *shogun* in 1605, after Iyeyasu's voluntary retirement.

In 1611, Dutch merchants replaced the Portuguese as the primary trading force between Japan and Europe, still limited to Nagasaki. In 1614-1615, Hideyori attempted to reassert the power of the Toyotomis, but after the siege of Osaka, was forced to commit suicide. Iyeyasu died in 1616, and Hidetada, already *shogun*, was free to develop his policies of anti-Christian and anti-Western persecution. By the late 1630s, Japan was almost completely isolated from the West, and Catholic Japanese were rigorously persecuted. By 1650, the patterns of isolation and social stratification encouraged by the Tokugawa Shogunate were fully established.



NINJA

(History, Earth; History, Japan)



Samurai comprised the warrior class of Japan. The samurai first rose to prominence in the 12th century A.D., when they became the dominant force in Japanese politics. Thereafter, the caste remained preeminent until the mid-20th century.

Samurai had unquestioned and totally unrestricted power over all lower classes throughout most of Japanese history. Guided by their *bushido* code, the samurai warrior observed a carefully regulated pattern of behavior in which personal honor ruled all aspects of his life. This is not to say, however, that the warriors of Japan were not practical. They tempered their dedication to honor with a streak of pragmatism, without which the samurai could never have flourished as long as they did.

Samurai warriors were not exclusively soldiers. A dedication to art and culture was expected of all members of the class. Indeed, a samurai was likely to be as talented in the composition of *haiku* poetry or the creation of delicate works of art as he was in the use of bow and sword.



SEKIGAHARA

(History, Japan)



This decisive battle was fought in the year 1600 A.D. along the road between Osaka and Nagoya on the Japanese island of Honshu. The conflict pitted the army of Tokugawa Ieyasu and his supporters against a coalition of rivals who sought to end his dominant position over the Council of Regents that ran the country on behalf of the young heir of the dead *taiko*, Toyotomi Hideyoshi. Foul weather and the use of the first organized corps of musketeers in the history of Japanese warfare gave the Tokugawa faction a clear-cut advantage over the opposition.

The losers at Sekigahara reportedly lost some 40,000 men. The battle ended with the decisive consolidation of power in Tokugawa's hands. Within three years, he was able to discard the Regency and the claims of the *taiko* in favor of his own shogunate.

TIME LORD CONTACTS WITH TNP EARTH 1550-1650 A.D. (TL 72,258-TL 72,358)



1572 A.D.

The Doctor and his human Companion Steven Taylor witness the start of the St. Bartholomew's Day Massacre in France.

1575 A.D.

The renegade Time Lord known as the War Chief interferes with Emperor Akbar's Mogul conquest of Bengal. A CIA team under Lord Rollonovarad-Navashir defeats him.

1586 A.D.

The Colonel helps to uncover the Babington Plot to assassinate Queen Elizabeth I, actually engineered by The Master. Evidence revealed in the plot leads to the trial and execution of Mary, Queen of Scots, which prompts the Colonel's second retirement from Time Lord society.

1588 A.D.

A colony of Sea Devils on the southern coast of England is accidentally awakened. They blockade a squadron of English ships bound for the Channel to fight the Spanish Armada, until the Time Lord Norman tricks them back into hibernation.

1605 A.D.

The Sontarans engineer the Gunpowder Plot against Kings James I and VI. A CIA team defeats them.

1627 A.D.

The Rani, a renegade Time Lady, uses the French Wars of Religion as a cover for her genetic experiments. CIA operatives discover her during the siege of La Rochelle, defeating her with the aid of three humans from The Black Musketeers.

1632 A.D.

The War Lords attempt to kidnap the army of Gustavus Adolphus. The end of the War Lord operation foils the effort, but a War Lord officer stranded in this era threatens to alter the course of the Thirty Years' War. A CIA team tracks him down and captures him shortly before the Battle of Lutzen.

1643 A.D.

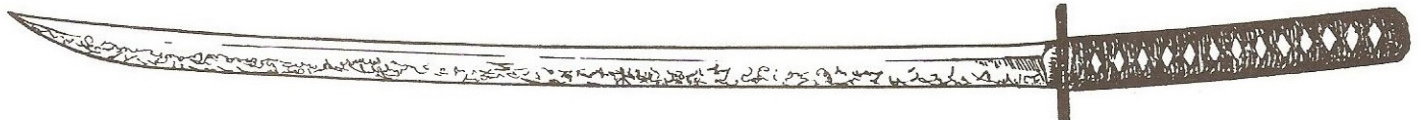
The Malus, a creature that feeds on fear and anger, arrives in England from the planet Raga. It intensifies an English Civil War engagement between the Cavaliers and the Roundheads. Deprived of sustenance after the battle, the creature becomes dormant. Its presence remains unnoticed by locals and Time Lords alike until a reenactment of the battle awakens it again in the late 20th century.

1645 A.D.

The Master attempts to alter the course of the English Civil War by arranging a Parliamentary defeat at the battle of Naseby, hoping thereby to damage the growth of democracy, reaffirm the divine right of kings, and become the power behind the throne of King Charles I. He is defeated by a CIA group.

1650 A.D.

The Doctor and his Companions Polly and Ben meet up with smugglers on the coast of Cornwall in England.



TIME TRAVEL BY NON-GALLIFREYANS

(Temporal Science)



Gallifreyan policy has always strictly discouraged (without actual interference) the development of time travel capabilities by any non-Gallifreyan race or group. Because of damage done by renegades, Temporal Marauders already capable of time travel, and the mistakes of essentially well-meaning Time Lords like The

Doctor, the High Council and the CIA both feel that the development of time travel is a danger to the fabric of the universe when not in the experienced hands of Gallifreyans.

Nonetheless, other races, some of them dangerous, have conducted experiments leading to a primitive time-travel capability, though none have developed a machine as versatile as the TARDIS. It is a big universe, however, and even the Time Lords cannot monitor every scientist who manages to come up with a workable trans-temporal displacement theory. Some of the major known instances of time travel capability are noted below.

The Sontarans

A Sontaran scout, stranded on Earth in the year 71,508 TL, is known to have constructed a crude time contour generator capable of pulling objects from a different time to his location. Presumably, this technology was known throughout the Sontaran Empire, but it never developed further. The Sontarans are known to be interested in obtaining more advanced time-travel capability, as evidenced by their attacks on Third Zone (see below) scientists and on Gallifrey itself.

The Third Zone

In 72,693 TL, the Third Zone, a friendly and peaceful group with a long history of cooperation with the Time Lords, began conducting tests of the so-called Kartz-Reimer device, named for the two scientists who developed it. The Time Lords commissioned the Second Doctor to convey their official displeasure to the Third Zoners, but the intervention of the Sontarans and the subsequent destruction of the Kartz-Reimer prototype (along with the death of the entire research team) ended this fairly sophisticated time-travel endeavor.

Cybermen

In 73,398 TL, the Cybermen of Telos developed a timeship and used it to transport troops to Earth in a period (72,693 TL) prior to the destruction of Mondas. Their plans to change history were foiled by the sixth incarnation of The Doctor, and their prototype timeship was lost. Whether surviving Cybermen groups retain the knowledge of time-travel technology remains to be seen.

Daleks

The Daleks developed a workable time contour generator capable of two-way transmission and reception in 74,481 TL. It was subsequently introduced at other points in both directions along the timestream, to the extreme confusion of the CIA personnel assigned to the Dalek Desk. Time contours in Dalek hands have been reported in 72,574 TL and were successfully aborted by The Doctor in an alternate future in 72,887 TL.

In 74,912 TL, possibly as a result of collaboration with The Master, the Daleks produced a timeship that could function independently of their two-way time contours. The Dalek timeship was lost while pursuing The Doctor through time and space. After eliminating the Daleks, his Companions Barbara Wright and Ian Chesterton took the timeship and piloted it back to their home time on TNP *Earth*. The subsequent implosion of the craft killed two scientists and removed the vehicle from use thereafter. As with the Cybermen, it is not known if the Daleks have other copies of this ship.

4 / Player's Handout

Kharfule

In 74,619 TL, the inhabitants of the planet Kharfule demonstrated a knowledge of time-travel capabilities completely out of keeping with their technical and scientific advancements. The threat to inter-temporal navigation posed by their time contour generator, known as the "Timelash" and used to exile dissidents to other worlds and times, was ended by the Sixth Doctor's intervention. It was learned that the Timelash was an innovation introduced by the creature known as the Borad, who may have acquired the technology from the Daleks.

Earth

The Zigma Experiment of 75,699 TL was Earth's best-known effort in time travel. The time cabinet of war criminal and scientist Magnus Greel proved to be based upon a seriously flawed concept. The single use of the time cabinet so altered Greel's biochemistry as to produce a radical change in his physical and mental balance.

Another Earth experiment in time travel was discovered by the Time Lord known as The Professor in Earth's 20th century, when a time traveler claiming to originate nearly 8,000 years in the future became one of the Time Lord's Companions. His claim to be a part of a human time travel experiment in 80,568 TL proved him to be not only from the future, but also from an alternate and unrealized timeline.

The War Lords

In 101,191 TL, Gallifrey met and overcame the War Lords, whose activities posed one of the most serious threats ever posed to the fabric of time. Using a SIDRAT (Space and Inter-time Directional Robot All-purpose Transporter), an inferior version of the TARDIS, the War Lords seriously interfered in the development of human history by kidnapping whole armies from Earth for a massive series of war games designed to produce an unbeatable army. It took all of Gallifrey's temporal resources and know-how to return the displaced persons to their respective places and times. The War Lords were rotated out of ordinary space-time in permanent exile.

War Lord time-travel technology proved to be the result of contamination introduced by a renegade Time Lord, the War Chief. Other, similar unauthorized use of time travel by renegades like The Master, The Doctor, and the Rani do not fall within the scope of this discussion.

TOKUGAWA SHOGUNATE

(History, Earth; History, Japan)



This was the ruling dynasty of shoguns (military dictators) in Japan on TNP *Earth* between 1603 A.D. and 1867 A.D. The dynasty was established by the warlord Tokugawa Iyeyasu following his victory over rival clans at the battle of Sekigahara in 1600. The hallmarks of the shogunate were a complete reorganization, standardization, and stratification of Japanese society. Authority was centralized in the hands of the strong Tokugawa shoguns, and Japan withdrew from nearly all contact with the West.

The Tokugawa Shogunate collapsed in 1867 A.D. following the "opening of Japan" dictated by Commodore Matthew Perry, in conjunction with various internal factors. It was followed by the Meiji Restoration, in which the emperor of Japan emerged as the ruler of a nation organized along the lines of Western constitutional monarchies.

ARIGATO, DOCTOR WHO

A collision in the Vortex with an unknown timeship... a forced materialization on the rocky seaside cliffs of feudal Japan... a power play among the samurai warlords who wield absolute power in an ancient and mysterious realm. For the Time Lord and his Companions, these were only the first steps in a dangerous game, where one man's ambition could bring the collapse of human history.

Stranded, cut off from help or contact with Gallifrey, the time travelers must band together to free themselves from old Japan, history from a madman's plot, and humanity itself from oblivion in a distant but all-too-real future.

To achieve their goals, the adventurers must learn to understand the shifting politics and timeless culture of the Land of the Rising Sun. They must come to understand the samurai and their Bushido...

The Warrior's Code.

