

THE
**DOCTOR
WHO**

ROLE PLAYING GAME



A Sourcebook for Field Agents



fasa

A SOURCEBOOK FOR FIELD AGENTS

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SYSTEM LOG

System Name: _____

System Location: _____

System Data

Number of Stars In System: _____

Number of Terrestrial Planets Present: _____

Position of Terrestrial Planets: _____

Notes: _____

WORLD LOG

World Name: _____

Astronomical Data

System Name: _____

Position In System: _____

Number Of Satellites: _____

Planetary Data

Gravity: _____ G

Diameter: _____ km

Equatorial Circumference: _____ km

Total Surface Area: _____ km²

Planetary Conditions

Major Land Area Types: _____

Major Water Area Types: _____

Length Of Day: _____ hr

Atmospheric Density: _____

General Climate: _____

ALIEN CREATURE RECORD

Name: _____

Environment

Environment Type: _____

Atmosphere Breathed: _____

Appearance

Body Form: _____

Size: _____

Limbs: _____

Body Covering: _____

Notes: _____

Attributes

Attribute Scores

Strength: _____

Endurance: _____

Dexterity: _____

Senses: _____

Life Style: _____

Combat Statistics

MAX OP END Score: _____

AP Score: _____

Combat Ability Types:

Combat Proficiency Level: _____

Damage Value: _____

Armor Value: _____

CIVILIZATION LOG

World Name: _____

Full Index: - - - - -

Dominant Race: _____

Government Type: _____

Controlling Governmental Body: _____

Chief Governing Officer: _____

Notes: _____

Technological Index

Space Science Index: _____

Physical Science Index: _____

Engineering Index: _____

Planetary Science Index: _____

Life/Medical Science Index: _____

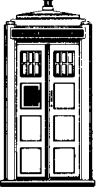
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Time Traveller's Handbook



INTERVENTION: AN INTRODUCTION

Excerpted from Policy Guide For Novice Field Agents, by Lord 'X', (internal publication of the Celestial Intervention Agency).

The Time Lords of Gallifrey choose their leaders by complex ritual and ancient tradition. These leaders have decreed long ago that the ability to travel in time must not be used to intervene in what has already occurred, thus denying the responsibility for protecting the very fabric of the universe they inhabit.

The leaders of our great race have become complacent, and the power they wield goes unused, except in the most grievous of circumstances. Gallifreyan arrogance would deny that other technologies rival our own in destructive ability.

Nevertheless, any who have known the threats posed by the Daleks, the Cybermen, or the Sontarans cannot deny that Time Lord isolationism is no assurance of safety. To further complicate the problem, some Time Lords have turned the powers unleashed by Rassilon to their own ends. There is a menace posed by these temporal marauders that poses a clear and present danger to our society.

We in the Celestial Intervention Agency are the only answer to the threat so posed. It remains to us few, you and I among them, to embark on the dangerous path of intervention if the survival of all the peoples of the universe is to be preserved. Our deeds are denied and denigrated by our Gallifreyan leaders and peers, though more than once their own survival depended on the very organization that their hypocrisy of non-intervention has outlawed.

Of Aid To You

This document provides the most basic background and guidelines for your work. It is the barest bones of the knowledge you will require, but it is the result of, not the usual Gallifreyan theorizing, but of the raw experiences your predecessors have had in the field. Herein you will find the terms, theories, principles, and practices of time travel; many of these will be familiar to you, but others may take on a new clarity. You will learn about the dangers posed by the temporal marauders who are our bitter foes. The history of Temporal Nexus Point *Earth* is discussed in depth,



giving you an example of how intervention on one small planet can affect the time lines of all the universe.

In a more practical vein, you will gain some insight on how to use the TARDIS, which is your only real tool and refuge. A guide to Gallifrey for intertemporal visitors – your potential companions – is provided to you; in it you will learn a bit of our own history that has been denied or glossed over by the Time Lord councils, and how time and again only bold intervention prevented universe-wide disaster. You will find detailed information on the field equipment available, and the Biodata Extracts of some of the residents of Time that have been important assistants to our work.

A Word Of Admonishment

Only the field agent can decide when intervention is necessary. Most important is knowing when it is *not* necessary.

The cardinal rule of intervention is deceptively simple:

If it works, don't fix it!

Do not interfere for the sake of simple personal concerns, or for the benefit of a few individuals in Time. Do not change a system that functions and does not interfere with the time line, no matter how personally unattractive you find that system.

When intervention seems necessary, employ the least amount of intervention necessary to accomplish the purpose. Simple solutions that avoid changing the time line in any substantial way are preferable to complex plans that often fail.

And Of Encouragement

You have agreed to take on the burden of intervention, the most thankless, difficult, and dangerous work in the known universe. You will receive no rewards or recognition of your efforts by those whom you save from destruction. All you will gain is the satisfaction of knowing that your efforts alone prevent the unravelling of all Time and Space. For those of us who have carried this struggle, through regeneration after regeneration, it has been enough.

Remember always that the ability to intervene is a vast responsibility. On our shoulders rests its burden, one you now share. We cannot offer much in return, but we do convey our hopes for all bright futures... and our dreams of all golden pasts.





MINI-GLOSSARY OF SELECTED TERMS

The following terms have been selected for their usefulness to Apprentice Time Lords and Novice CIA Field Agents. A capsule entry for each term gives appropriate particulars about the term. In some cases, where more information is available in a separate APC Net entry, cross-referencing is provided.

ANTIMATTER

Matter made up of anti-particles, such as anti-neutrons, negatrons (anti-protons), and positrons (anti-electrons). Antimatter possesses negative gravitational mass, although its inertial mass may be positive. All antiparticles explode violently upon contact with normal matter, releasing tremendous amounts of energy.

AUTONS

These animated plastic creatures are used by the Nestene Consciousness to set up their breeding vats at spawning time. Most often taking the shape of the planet's dominant creatures, the Autons are quite strong and difficult to destroy; they usually have a blaster rifle built into one of their limbs. Projectiles pass harmlessly through them, and agents are advised to use flames, disintegration, or fragmentation explosives when attempting to destroy them.

BLACK HOLE

A stellar body that has collapsed to become so dense that its gravity field traps anything that comes near it, including light. Rassilon captured a black hole and placed it beneath the Panopticon. This became the Eye of Harmony, which powers all TARDIS units and Gallifrey. Omega was able to reach through a black hole and drain all the power from Gallifrey.

BLOCK TRANSFER COMPUTATION

This branch of mathematics allows the user to shape or recreate reality. Developed by the mathematicians of Logopolis, these operations are the basis for the operation of a TARDIS unit's chameleon circuit.

CESSAIR OF DIPLOS

A criminal fleeing interstellar justice, Cessair hid on Temporal Nexus Point *Earth* around 2000 BC and impersonated a Druidic Goddess, the Cailleach. She stole the great seal of Diplos, a segment of the Key To Time, and was fleeing the Megara. For about 4,000 years, Cessair blended with the humans on Earth, and, over the years, she and the Ogrri (stone creatures that feed on

blood) took part in druidic sacrificial rites. The Doctor turned her over to the Megara, who sentenced her to eternal imprisonment and turned her into a stone megalith.

CHARGED VACUUM EMBOITEMENTS

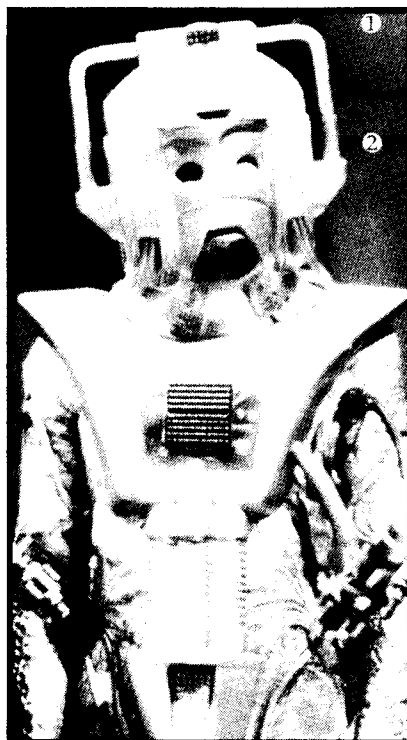
These spatial anomalies can be used as portals into E-Space, but are virtually impossible to detect with any scanning equipment. They were created by the mathematicians of Logopolis to disperse some of the entropy of the universe and maintain its existence after it had passed the point of normal entropy. Most of the CVE's were closed when The Master accidentally destroyed Logopolis, though a few were kept open by The Doctor when he ran the Logopolis program on the Pharos Project computers. For more information, see the *Time Traveller's Handbook*.

CHRONIC HYSTERESIS

A forced time-loop that causes those unfortunate enough to be trapped inside to relive endlessly the same few seconds of time. Time Lords, with their increased sensitivity to the patterns of time flow, are more adept at breaking the hysteresis than most other races. For more information, see the *Time Traveller's Handbook*.

CYBERMEN

A race of cybernetic warriors; see *Temporal Marauders*.



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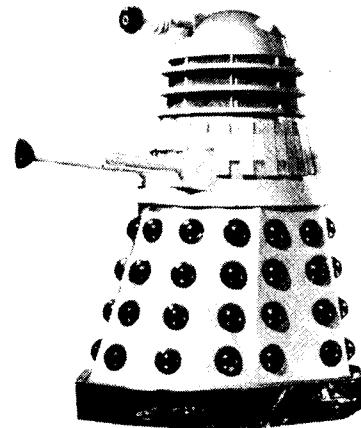
DAEMONS

These powerful beings from the planet Daemos resemble Pan from ancient Earth legends. They are bipedal and humanoid, with furry legs, goat-like cloven hooves, and small horns. In pre-historic times, one of their race, Azal, came to Earth to experiment with Human civilization, but this experiment was disturbed by The Master. The Doctor was able to persuade Azal not to destroy Earth as a failed experiment, and Azal destroyed himself. There is speculation by scientists on Gallifrey that the Great Vampires are an offshoot of the Daemon race.



DALEKS

A race of mutants from the planet Skaro; see *Temporal Marauders*.



DOCTOR, THE

This renegade Time Lord fled the strictured society of Gallifrey after a political revolution killed most of his family. He now travels through time and space, intervening in the timestream when he deems it necessary. He has an affinity for Temporal Nexus Point *Earth*, and he often can be found there. For more information, see the section giving **Biodata Extracts**.



EARTH EMPIRE

During the outward expansionary period of the humans from Temporal Nexus Point *Earth*, this government arose as Earth's gigantic corporations began to absorb planets and peoples. Doing with their acquisitions as they pleased, the corporate megaliths displayed no regard for any indigenous species. Their blatant oppression caused many of the Earth colonies to band together to regulate expansion. Though harsh, the Earth Empire attempted to rule fairly, but, like all political bodies, it was only as good as its component parts. Corruption rotted its influence, and soon many planets were openly rebellious. The Empire collapsed, to be replaced by the Federation.

ELDRAD

A criminal of the silicon-based Kastrian race. After his people attempted to execute him for destroying the force fields that protected the Kastrians from the cold ravages of space, his body entered the atmosphere of Temporal Nexus Point *Earth*. Only his hand survived the landing. His spirit continued to inhabit his hand, and when it was found by Sarah Jane Smith, Eldrad was able to overpower her mind. He forced her to take his hand to a nuclear reactor, where it was able to regenerate his body. The Doctor took him back to Kastria, devoid of life because of his actions.

ETERNALS

The Eternals are a race of beings who live outside of normal time and space. They passed the point of being able to entertain themselves many eons ago, and so they kidnap ephemerals (as they term those who live in normal time and space) to participate in contests strictly for their entertainment.

E-SPACE

E-space, or Exo-space, is the smaller universe that occupies the same position as N-space (the universe containing Gallifrey). Its existence was discovered by the Logopolitans, who used it to remove some of the excess entropy from N-space. It was accidentally entered by The Doctor, through a CVE, the only way it can be accessed. See the **Time Traveller's Handbook** for more information.

FEDERATION, THE

The loose planetary alliance that followed the collapse of the Earth Empire in Mutter's Spiral. Arcturus, Alpha Centauri, the Ice Warriors, Manussa, and Peladon were all members of this loose political body.

FENDAHL

Originally from the fifth planet of the system containing Temporal Nexus Point *Earth*, the Fendahl is a creature that feeds on life energy of other species. To remove this ghoulish race from the universe, the Time Lords broke their code of non-intervention and time-looped the Fendahl's home planet. One of the Fendahl escaped before the time-loop was imposed; it went to Earth and disincorporated, leaving behind a skull. This was found and used in a temporal experiment that allowed the Fendahl to restart its vampirish life cycle on Earth. It was stopped by The Doctor, who dropped the skull into a supernova.

GRAVITRON

This device, installed on the satellite of Temporal Nexus Point *Earth*, used gravity waves to control Earth's weather. These same gravity waves could also be used as a very powerful weapon; because of this, the gravitron was considered a threat by the Cybermen of Mondas to their planned conquest of the universe.

GREAT INTELLIGENCE, THE

The Great Intelligence is a cosmic being from another dimension that has the power to control the mind of other beings. It has attempted to take control of Temporal Nexus Point *Earth* on several occasions. Several of these attempts have been foiled by The Doctor and his Companions. The Great Intelligence, being purely mental, needed a physical force to exercise its control, and so it caused the robotic Yeti to be built.

GREAT VAMPIRES

The Great Vampires, one of the most hideous humanoid races that ever existed, took over planets and fed on the life forces of their enslaved races. The war waged by the Gallifreyans against these creatures was decided when Rassilon invented the bowships. The entire race was wiped out in the war, but it was said that the leader of the Great Vampires escaped Rassilon's Death Fleets. It is interesting that Transylvanian legends from Temporal Nexus Point *Earth* depict creatures similar to the Great Vampires, save for their huge size. Time Lord scientists now studying the relics left behind by the Great Vampires feel that the race was an offshoot of the Daemons.

GUARDIANS OF TIME

The actual nature and powers of the Guardians of Time are unclear, but it is known that there are at least two of them: the White Guardian, whose goal is Order, and the Black Guardian, whose aim is Chaos. The two Guardians seem to be exact opposites, the one standing for all that is good and the other standing for all that is evil. Rather than effect changes in the universe themselves, the Guardians seem to feel that they must work through other beings.

HYPERSPACE

A separate reality where velocities greater than the speed of light are obtainable. For more information, see the **Time Traveller's Handbook**.

ICE WARRIORS

A race of armored humanoids with colonies in the system containing Temporal Nexus Point *Earth* and around the universe; for more information, see the section on **Temporal Marauders**.

KARN

This is the planet whereon live The Sisterhood, keepers of the Sacred Flame. The Sacred Flame is a blue flame with great restorative powers able to heal anyone within whom there remains a spark of life.

Many centuries ago, The Sisterhood shared their life-preservative elixir with the Time Lords, who discovered that it had the power to restore a Gallifreyan with a problem regeneration. Unfortunately, this sharing no longer occurs. Lord Morbius, a renegade Time Lord, attacked Karn with an army of outcasts, attempting to take the Sacred Flame from the Sisterhood. Though Time Lords rallied to prevent this from occurring, and even though Morbius was captured and publicly disintegrated, the Sisterhood refused to share their elixir anymore.

KEY TO TIME, THE

When assembled, this artifact totally controls time. Because of its power, it was disassembled and hidden by the White Guardian Of Time. Later, The Doctor and his apprentice Romana were sent to locate the scattered pieces of the Key so that the White Guardian could stop the damaging effects of entropy. The pieces were gathered, and the White Guardian completed his task while the Doctor foiled the Black Guardian, who wanted the artifact for himself. The Doctor then rescattered the segments, for the the Black Guardian vowed revenge.

KRYNOID

This sapient plant life form grows by absorbing animal life. Krynoid pods travel in pairs through space until they reach a suitable planet. There, they grow, often to gigantic sizes. If the animal life on the planet is to be saved, each plant must be killed before it reaches germination, at which time it releases hundreds of additional pods. Arctic temperatures cause the Krynoids to hibernate; the tough spacefaring pods are impervious to anything less than stellar flame.

MANDRAGORA HELIX

This mysterious life-form is composed of energy. Originally from the time vortex, the realm where the TARDIS travels, it was taken to Temporal Nexus Point *Earth* in the Renaissance period by The Doctor, who was able to drain its energy level to a point where it cannot be dangerous until the late 20th century.

MASTER, THE

This renegade Time Lord left the confining atmosphere of Gallifrey after an unsuccessful political coup. Since that time, he has drifted toward insanity and his personality is unstable. He has stated his intentions to control the universe, and he has vowed to destroy Gallifrey, his former friend, The Doctor, and The Doctor's adopted refuge of Temporal Nexus Point *Earth*. For more information, see the section on **Temporal Marauders**.



MEGARA

These justice machines, built by an alien race, dispense perfect justice untouched by the foibles of a sapient race. The megara judged that their creators were in contempt of court and destroyed them.

MINISCOPES

The Miniscope is a miniaturization device that keeps small segments of the life and habitat of a species in a time-loop. The scopes, as they were called, once were prevalent throughout the universe as peepshows, but The Doctor led an active campaign on Gallifrey to stop the practice. The Time Lords a greed and, despite their non-intervention policy, worked to ban the devices from being used. There are only a few of these devices still in existence.

MINYANS

This race was struggling upward towards technology when the Time Lords intervened and presented it to them. The Minyans gained greatly in the physical sciences but learned little of themselves, leading to their own nuclear extermination. The Time Lords realized that the extermination was due to their intervention, and their regret prompted the policy of non-intervention.

MOVELLANS

Former robotic servitor race, now independent, that desires to eliminate all organic life forms from the universe; for more information, see **Temporal Marauders**.

MUTTER'S SPIRAL

The Gallifreyan name for the Milky Way galaxy. Temporal Nexus Point *Earth* is in one of the arms of Mutter's Spiral.

NESTENE CONSCIOUSNESS

This spacefaring race usually exists as form of sapient radiation. At spawning time, however, they invade a planet, animate plastic to form Autons, and direct their constructs to do the physical work in setting up their spawning vats. Once in the breeding vats, the Nestene take the form of crab-like octopods.

The Nestene have attempted to invade Temporal Nexus Point *Earth* several times. They were repulsed by The Doctor and the forces of UNIT; their hatred for humans and The Doctor make future attempts to invade Earth almost certain. One one occasion they allied with The Master.

OMEGA

One of the two most important figures in Time Lord history, Omega was one of the first temporal scientist/engineers. With Rassilon, he set Gallifrey on the path of time travel.

His greatest feat caused a star to go nova, becoming the Crab Nebula. He harnessed the nova, thereby giving Gallifrey energy to use for its first time travel. This was his final accomplishment, because, in saving some of his fellow engineers, he was engulfed by the nova and believed to be lost. His heroism is celebrated by all Gallifreyans.

Though thought to be so, Omega is not dead. He is trapped inside an anti-matter universe. On several occasions, he has attempted to escape, nearly destroying Gallifrey in the process. This fact has been skillfully hidden by the Inner Council.

PERCEPTUAL INDUCTION

In this condition, the perceptions of an individual are fooled into believing that reality is not what it seems. The aberration usually takes the form of seeing something that the individual wishes to see instead of the actual physical reality.

RUTANS

An unpleasant amoeboid race that seems to be at constant war with the Sontarans. For more information, see the section on **Temporal Marauders**.

SCAROTH

The last of the Jagaroth race, Scaroth's spacecraft exploded around 400 million BC, triggering the development of life on Temporal Nexus Point *Earth*. The explosion also fractured time and sent twelve embodiments of himself through Earth's history. To make himself whole and save his race, Scaroth influenced Earth's development toward technology, but he was discovered by The Doctor and his apprentice Romana. In order to save all life on Earth, The Doctor was forced to stop Scaroth, because if Scaroth had succeeded in preventing the explosion, it would have left Earth a lifeless planet.

SEA DEVILS

The aquatic species of the Silurian race. For more information, see the section on **Temporal Marauders**.



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SILURIANS

The first intelligent life on Temporal Nexus Point *Earth*, these reptilians have terrestrial and aquatic species. The name Silurians currently is applied only to the terrestrial form, the aquatic form being called Sea Devils. For more information, see the section on **Temporal Marauders**.

SONTARANS

A race of militaristic clones. For more information, see the section on **Temporal Marauders**.

TEMPORAL STASIS

This force field surrounds the Death Zone, where the Games Of Death were played. Created by Rassilon, it causes the area it encloses to exist in a state of null space and null time. A TARDIS that is brought into this force field cannot operate because it is separated from the Vortex and from the Eye of Harmony.

TERILEPTILS

A aggressive reptilian race that crashed a spaceship on Temporal Nexus Point *Earth* and attempted to wipe out the planet's humans through an alien biological weapon that came to be known as the black plague. Their plot was discovered by The Doctor, who was forced to destroy them. He also allowed the great fire of London to start, feeling that it would help to eradicate the alien plague.

TERMINUS

This huge spacecraft, discovered near the center of the universe, was made into a space station where humans from many worlds go to receive treatment for the dreaded Lazar's Disease. The Doctor found that the spacecraft had dumped its nuclear power plant to avert a disaster, but had instead caused the Big Bang that created the present universe.

TIME-LOOP

A time-loop is an artificial, circular time line in which one event is endlessly repeated. For more information, see the **Time Traveller's Handbook**.

TRANSDUCTION BARRIER

This impenetrable force field surrounds and protects Gallifrey. It was originally designed and put into operation by Rassilon.

UNIT

The United Nations Intelligence Taskforce (UNIT) is a multi-national organization on Temporal Nexus Point *Earth*. Suggested to the United Nations by Brigadier Lethbridge-Stewart following the Yeti invasion of 1975, UNIT was created in 1978 to investigate and counter extra-terrestrial threats. Based in Geneva, it has three branches: an executive/administrative branch, a military branch, and an information-gathering branch.

VARDANS

This race of energy beings were duped into trying to invade Gallifrey by the Sontarans. For their efforts, their home world was time-looped by The Doctor.

WAR CHIEF

This renegade Time Lord sold the secrets of time travel to the War Lords. He was executed by the War Lords' leader for attempting to take over their processing of human soldiers into a galactic army for himself.

WAR LORDS

This group of hostile aliens kidnapped humans from Temporal Nexus Point *Earth* to create an army for a galactic war of conquest. Using stolen Time Lord technology, the War Lords took human soldiers from various points in Earth history and caused them to fight against themselves. The survivors were to become the War Lords' army. The Time Lords were forced to break their non-intervention policy to end the threat of galactic war.

XERIPHAN CONSCIOUSNESS

An amalgam of many beings, the Xeriphan Consciousness fled to Temporal Nexus Point *Earth* in approximately 140,000,000 BC to escape a genocidal war. On Earth, the Xeriphan Consciousness protected themselves in a labyrinth of stone to heal from their war wounds.

When looking for somewhere to repair his TARDIS, The Master was drawn to their tremendous power emissions. He felt that, if properly harnessed, the Xeriphan Consciousness could replace the damaged core of his TARDIS. To capture the consciousness, he set up a time corridor, kidnapped humans from 1984, and used them as slave labor to break down the stone walls.

The Doctor, investigating for UNIT, found the Master at work. Unable to stop him from acquiring the Xeriphan Consciousness, he did anticipate The Master's next move, materializing his TARDIS seconds before The Master's materialized in the same space. This produced such a strain on The Master's time capsule that the coordinate's subsystem came offline. Freed, the Xeriphans set course for their home planet, taking the Master and his TARDIS along.

YETI

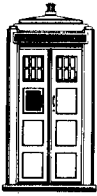
There are two very different Yeti on Temporal Nexus Point *Earth*. One is a timid species of Himalayan ape. The other are the robotic creations of the Great Intelligence. The robotic Yeti stand around seven feet tall and are extremely powerful. They are powered by a small silvery globe that fits in a special receptacle in the Yeti's abdomen. The robotic Yeti are very simple devices and cannot take complex orders.



ZYGONS

This race of shape-shifting aliens landed a scouting party on Temporal Nexus Point *Earth*, which they intended to claim as a replacement for their destroyed home planet. The scouting party landed in Loch Ness, where they created a cyborg that came to be known as the Loch Ness Monster. After the Zygons were destroyed by UNIT, the cyborg took up a peaceful existence in the Loch.





THEORY OF TIME/SPACE TRAVEL

This section is excerpted from basic works on time and space theory found in the High Council library. Nothing presented here has been found to contradict the experiences of CIA field agents. Complex mathematical formulae and technical language has been omitted or simplified for the layman.

The indicator of lasting worth in a civilization is the discovery that multi-dimensionality is much more than a convenient mathematical concept. When a civilization considers dimensions beyond the three most common, not as intangibles for academics, but as building blocks to be moved about and bent to the individual will, that is the true test of greatness. That civilization will never die!

The Records of Rassilon, Volume 17

Many Gallifreyan scholars mark the division between barbarism and civilization as that time when a culture develops multi-dimensional mathematics. Barbarians use mathematics to describe that which they can see and experience; three dimensions can be seen and physically manipulated. A fourth dimension, that of time, can be experienced and measured, but movement within it remains impossible by purely material means.

A culture whose individuals can conceive of dimensions beyond these, and create the language to describe them, is civilized. It has learned to describe and define things it can only imagine. The ancients of Gallifrey passed this point untold eons ago. One by one, the purely physical problems fell to their science, until the very bodies they wore could be regenerated, extending life many times.

Eventually, the final boundary was broken. It was Rassilon, first and greatest of Time Lords, who harnessed the power of a black hole and wrested from it the great secrets that made the dimensions beyond time more than mathematics. Rassilon gave reality to the calculations, and he was first to span time as well as space, using the Temporal Vortex at the center of all things.

It is the dimensions beyond the four already mentioned that make travel with the TARDIS possible. In making discoveries over the years, Rassilon and other Time Lords formulated certain ideas about the nature of time/space. Some of these have been proven and are now considered Laws of Time. Others remain riddles yet to be solved.

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HYPERSPACE

The development of hyperspace technology is an early move on the road to true temporal physics. Travel through hyperspace is a common way for expansionist civilizations to overcome the barrier of speed-of-light limitations and reach the stars.

Hyperspace is not true multi-dimensional travel. It involves warping space on a local level until it bends, making contact with local space at another location. The hyperspace vehicle then moves across from the first location to the second, passing through the intervening hyperspace instead of normal space. Hyperspace travel thus can be much faster than travel in normal space, as it is not limited to the speed of light.

An object in hyperspace is invisible and intangible in normal space. It does, however, retain a 'location' in normal space. It is always 'touching' just one position in normal space, and remains part of that location's time line. As far as the timestream is concerned, a hyperspace vehicle is forced to ride the waves and currents downstream just like any normal physical object.

THE TEMPORAL VORTEX

Beyond the dimensions, however, is a location that is touching each and every location in the universe. What is more, it touches every point of *time* at each of these points in space. This location was called by Rassilon the *Temporal Vortex* because everything, everywhen revolves around this point.

Movement Through The Vortex

No physical object can move beyond N-dimensional space into the Vortex. Creations of pure mathematics through block transfer computations have no such restrictions, however, and can enter the Vortex and exit at any point in time or space. The TARDIS is just such a creation, and so it may pass freely through the Vortex, moving through time and space at will.

The TARDIS is connected to the three-dimensional world only through its real world interface. Withdrawing this interface is called *dematerialization*, because it removes all contact with the material universe. The TARDIS is then sent through the Vortex to a place that touches the desired time and place endpoint. There, it again extends a contact into real space, a process called *re-materialization*.



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A TARDIS is not normally designed to stop for a finite time within the Vortex. In a mathematical sense, nothing at all can exist *within* the Vortex, though constructs like the TARDIS can pass through it on the way from one point in time/space to another. In practice, such travel always *seems* to take a finite amount of time, which can alter, depending on local conditions at each end of the trip.

The passengers and contents of the TARDIS must be protected from the absolute state of nothingness that exists in the vortex. This also is accomplished through block transfer computations, which treat everything within the TARDIS as an invulnerable mathematical construct. More mundane force fields protect the occupants against the discharges of energy that come from (and go to) nowhere within the vortex.

CAUSALITY AND FLUID TIME

The ability to travel through time as well as space raises questions that skirt the fine line between science and philosophy. Time travel challenges the concept of *causality*.

Causality states that every event is the result of a cause, and that that cause must occur *before* the event. If a rock moves through the air, there must be a cause for this motion, such as a young child tossing it. The event cannot happen before the cause. The child must throw the rock before it will move through the air. It will not move through the air without some cause.

From the three-dimensional viewpoint, this seems obvious and perhaps a bit silly. But imagine the stream of time as a strip of film from an ancient moving picture. Each frame of film is an event. If the film moves normally

through the projector, everything happens in sequence. If the film is reversed, however, events happen before their causes. By cutting the film, one can even remove the cause altogether.

Time travel forces the traveller to face the same sort of problems. If an event takes place where the outcome does not satisfy the traveller, what is to keep the traveller from going back in time and preventing that event? If one event is prevented, what happens to the history of events that follows? Does all of history change?

Rassilon and his fellow Time Lord pioneers developed ideas and tested some of these questions during their early experiences with time travel. At first, it seemed that causality could indeed be violated. It appeared that time travellers could change what was already known to happen and make it happen a different way. There were unnoticed forces at work, however, that prevented major breaches in causality.



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One such force is the concept of the fluidity in time. When time theorists refer to the 'timestream,' they are using a very appropriate phrase. Time does not run like a film in a projector, but rather like a river. It flows along the path of least resistance, around obstacles in its path. If a new obstacle is introduced, the flow may alter direction enough to go around it, but it basically will continue to follow its original path. Most often, sooner or later, it rejoins its original line of flow as if no obstacle existed. Only a very large obstacle, or a deliberate effort to change the channel of the flow, will send the river in an entirely new direction.

Likewise, the stream of time tends to remain within its long-held banks. The introduction of a change in history by a time traveller may cause a small change in the flow of time immediately following the alteration, but time will tend to repair the change in direction.

Suppose a traveller wishes to eliminate a prominent man of his present time whose political and social views he does not like. Instead of killing him, however, he decides to travel back in time and kill the target's grandfather before the target's father is born. If this murder is indeed committed, the man's father will never be born. The man himself will never be born.

But time will tend to repair itself. The man's mother will meet and marry another person and have a child. This child may have a different name and a different face, but he very likely will fill the same gap in history as the man the traveller wanted to eliminate. If the traveller tries a more direct approach, and kills both the target's parents, the man will not be born, but then someone else will fill in the gap in history, saying and doing about the same things as the man the traveller removed.

Sometimes, time repairs itself by simply eliminating the offending obstruction, like a strong current pushes aside a fallen branch. If this happens, something the traveller does in the past will actually CAUSE the event he tried to stop. In extreme cases, the traveller may even eliminate *himself* by changing his own past by accident, if such would divert the time stream less than the change he was trying to make.

Causality And The TARDIS

The TARDIS is designed to avoid radical violations of causality. A TARDIS will not visit a time in which earlier versions of the users already exist. Thus, a time traveller's own past cannot be directly changed. The fluid nature of time will tend to repair any change the traveller makes in a past that effects him prior to his own existence, and the traveller's memories will change as well to match.

The First Law Of Time

That a traveller cannot change his past in any significant way by his own actions. This is Rassilon's First Law of Time. This Law of Time can be violated, but not with the power of the TARDIS. It would take the cooperation of the Gallifreyan High Council to divert enough



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power from The Eye of Harmony to power a TARDIS in an attempt to move into a time already occupied by a past self.

TEMPORAL NEXUS POINTS

Still, because all time is connected, it should prove possible to change history as one knows it, even if one's own *personal* history is closed to him. This is true in theory, but in practice it is difficult indeed. The fluid nature of time tends to repair any minor damage to the time line. It requires a major change indeed to alter time's direction enough to be noticeable.

In any flowing stream, there may be narrow or shallow points where diverting the stream would be easier than at places where it is deep, wide, and rapid. The stream of time has such points, too. At these points in time and space, called Temporal Nexus Points, time is more vulnerable to change. At a Temporal Nexus Point, the time line can be pushed to flow in one direction or another. Time travel is easiest to such spots, and TARDIS units that misjump often find themselves at major or minor nexus points in time.

Alteration of the timestream at these points is extremely hazardous, as even the smallest change can affect all of time to follow. It was to protect these Temporal Nexus Points that the Time Lords first intervened in time, and it was because such intervention was so dangerous that the High Council eventually decided to outlaw such intervention altogether.

Some planets and cultures seem to be so important that their entire history is a series of Temporal Nexus Points. Gallifrey is thought to be one such, but the history of Gallifrey is closed to the Time Lords through the action of the First Law Of Time, the Temporal Barrier, and the concept of Absolute Time.

Another Class I Temporal Nexus Point is the small planet called Earth in the Sol system of Mutter's Spiral. There, a race exists known as humans, who bear a striking exterior resemblance to Gallifreyans. Earth is sort of a second home to The Doctor, who has time and again illegally interfered in its time line. It has been the judgement of the High Council that his activities have more often than not preserved this important Temporal Nexus Point. Critics of the non-interventionist policy of the High Council have used The Doctor's experiences on Earth as an example of the usefulness of intervention. High Council members rightly point out, however, that The Doctor's efforts on behalf of Earth's history are filled with errors, oversights, and dangerous mishaps that might at any time have led to disaster. The non-intervention policies stand for this reason.

ALTERNATE TIME LINES

When the flow of time is successfully altered, usually at a Temporal Nexus Point, history is indeed changed. Such a change, it seems, produces an *alternate time line*, in which history follows a new path without affecting the old one. Unlike a stream of water, when the timestream is diverted, a new flow is created, completely separate from the old, which continues unchanged.

Alternate time lines and regular time lines are forever shut off one from the other. No known time travel device can lift one out of a newly-created alternate time line back into one's own familiar history. Trying to go back and undo the change simply creates another alternate time line.

It was an attempt to remove the universe-spanning threat of the Daleks that caused the Time Lords to compel The Doctor to attempt to alter the history of their planet so the Daleks were never created. The attempt failed, however, because the fluid nature of time placed one obstacle after another in The Doctor's path. Though he did manage to create a major setback for Dalek evolution eventually, the alternate time line thus created (the one in which we now reside) was not changed significantly, and the murderous Daleks still exist. Most attempts to create alternate time lines end this same way.

N-SPACE, E-SPACE, AND THE CVE

All of the laws and theories of time and space hold true only for our own closed universe. The universe was created as a closed system, complete unto itself. The Second Law of Thermodynamics requires that any closed system eventually will run down, with all energy expended as heat. This heat-death is caused by *entropy*, which is the natural tendency of all things to go from an ordered state to a chaotic state.

What remained unknown, even to the High Council of Gallifrey, was that the universe we know had *already* run down to the point of near-collapse long, long ago. The ancient mathematicians of Logopolis saw this heat-death of the universe approaching, and took steps to prevent it.



Using block transfer computations, the Logopolitans opened tunnels from this universe (called N-Space) into other universes. These tunnels (called charged vacuum emboitments or CVEs) made our universe no longer a closed system. The entropy effects could be trickled off through the CVEs into other universes, preventing the N-Space universe of Earth and Gallifrey from dissolving into nothingness. The Doctor and Lady Romanadvoratrelundar stumbled across one of these CVEs and were swept into a small pocket universe on the other side called *E-Space*. Upon returning, leaving Romana behind, The Doctor traveled to Logopolis and discovered the secret of the CVEs and the Logopolitans' plan to save the universe from entropic destruction.

The Master, unaware of the importance of Logopolis, interrupted the Logopolitans' spoken calculations with a device that suppressed sound. By the time he was convinced that the calculations must be allowed to continue, it was too late, and too much had been disrupted. The CVEs closed and the universe began to fade away, and a large section of N-Space dissolved before The Doctor, with the reluctant cooperation of The Master, intervened. The Doctor was able to put into operation the Logopolitans' long-studied plan to use a computer and a complex block transfer computation to stabilize the CVEs forever, making the continued use of the spoken calculations unnecessary. He implemented the plan on an Earth-based computer used by the Pharos Project and beamed the signal into space.

The computation stabilized at least one (possibly more) of the CVEs, and stopped the destruction of N-Space. With at least one CVE permanently stabilized, the universe of N-Space is no longer in danger of heat-death. Though not designed for such use, a CVE may be used by a TARDIS to travel from N-Space into E-Space or another universe entirely.

THE TEMPORAL BARRIER AND ABSOLUTE TIME

Time on Gallifrey is considered to be Absolute Time, a base line against which all other time can be reckoned. The Gallifreyan time line is constant, at least as far as TARDIS use is concerned.

This concept is not just a convenient base line for TARDIS travel. The TARDIS machines are designed in such a way that they cannot penetrate Gallifrey's past. Neither, however, can any TARDIS travel into Gallifrey's future, for the present day on Gallifrey (around 101,209 TL) is an immovable *temporal barrier* for all TARDIS travel.

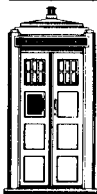
The TARDIS device is still from the current day, and as it ages, it moves with the timestream, even if it is outside of time for the most part. Thus, it can always return to Gallifrey at a moment just after it left or as much later as it has spent in subjective time. It cannot return before it left, nor can it penetrate the temporal barrier into the future as Gallifrey knows it. No matter where it may be, the TARDIS will not travel into the future farther than this date, nor will it enter Gallifreyan past.

The reason why the TARDIS cannot enter the Gallifreyan past is for the protection of the history that created the TARDIS in the first place. This is the same reasoning as is behind the First Law Of Time.

The reason for the temporal barrier into the future is not so clear, however, and a number of theories have been put forth concerning its existence. Some temporal physicists consider it to be artificially created somehow, maintained by some civilization in that future (perhaps the future Gallifreyans themselves). Most scientists, however, believe that it is tied up with an unchangeable rule of time.

Stated simply, the future does not exist until it is created. An object can move into its own past, but it cannot move into its own future. If this theory is correct, it would be possible for a time traveller of 120,000 TL, for example, to travel back to visit Gallifrey of the current year. But those who *live* in that current year cannot reach 120,000 TL, for it does not yet exist for them. This does not prevent a passenger picked up in the past from moving into his or her own future.

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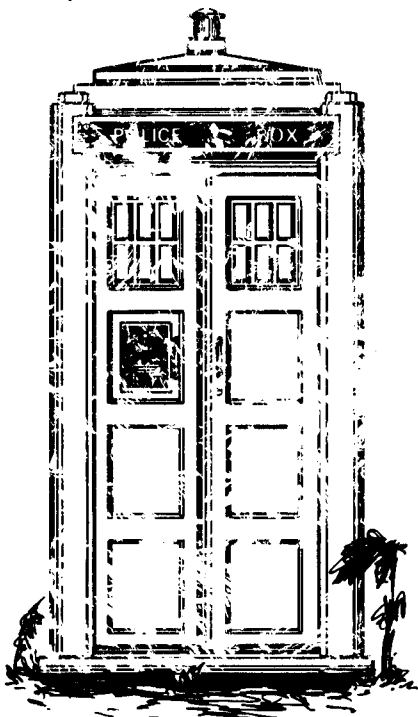


TECHNIQUES OF TIME/SPACE TRAVEL

Over the centuries, CIA Field Agents have developed techniques of using the TARDIS machines to accomplish various special tasks. This section will discuss some of these techniques, when and how to use them, and the hazards involved in their use.

MATERIALIZATION

Because the TARDIS is not a normal physical object, even when its real world interface is materialized, it is not subject to restrictions against two solid objects appearing in the same space. Built-in circuits automatically avoid material objects during materialization, but these circuits will not prevent the TARDIS from appearing within an energy field. Some types of strong magnetic, gravitic, or temporal fields may prevent the TARDIS from materializing properly or freeze the TARDIS in a materialized state, leaving it unable to make a time/space jump. TARDIS circuits are specifically programmed to avoid spatial overlap for the sake of convenience, but a skilled CIA Field Agent can override this protection, if necessary.



Spatial Overlap

An object small enough to fit inside a TARDIS room can be 'swallowed' and appear inside a TARDIS that materializes in the space it occupies. A TARDIS with an operational chameleon circuit can even duplicate instantly the appearance of the object it swallows, so that no observer will notice the difference.

It is dangerous, however, to overlap another TARDIS or any source of temporal or multidimensional displacement. Such action risks interactions of fields of stress producing a gravity bubble that may damage the TARDIS, or that the TARDIS may not be able to break.

MICROJUMPS

Fine control of the TARDIS navigation systems allows skilled operators to perform small-scale jumps in space and time; such a jump, involving movement in time less than one Earth year or movement in space less than 1 kilometer, is called a microjump. Theoretically, such motions can be useful when trying to observe small changes in a culture over time, or when moving the TARDIS to a more convenient location for viewing, or out of danger.

In practice, such jumps should be avoided whenever possible, since setting the controls for them is a very sensitive matter. The possibility for misjump when microjumping is high, and operators are advised to reduce the necessity for this technique by jumping very precisely in the first place.



TIME LOOPS

The theory of alternate time lines led to the discovery of how to create a time line change that bends back on itself. In such a time line, there is a set of events that endlessly repeats itself. If formulated well, the repetitive action splits off as an alternate time line called a *time loop*. In a time loop, the main time line goes on unchanged.

For instance, a time traveller who kills a direct relative could theoretically cease to exist. If he did not exist, however, he could not have travelled in time and killed his ancestor. The ancestor would therefore be alive, and the traveller as well – to go back and kill his ancestor and start the cycle again.

Time loops can be crudely constructed in this manner, but the ability of time to repair itself makes it dangerous and uncertain. There are, however, techniques using the TARDIS to initiate a time loop cleanly. The calculations involved are complex and normally would send the TARDIS being operated into the time loop as well.

Temporal scientists also have developed the method to include shifting whole planets into time loops. Formerly used infrequently to isolate temporally dangerous cultures, such a use is now a violation of the Council's directives prohibiting interference. The technique requires tapping the power of the Eye of Harmony directly and knowing the exact space/time coordinates of the planet.

Meeting Oneself

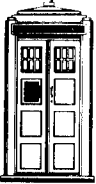
Because meeting an earlier version of oneself creates many possibilities for harmful time loops, alternate time lines, and disruptions in the timestream, Time Lords decided quite early to prohibit such action except in emergencies. Thus, every TARDIS has a governing circuit that scans its passengers and locks out locations and time periods where other versions of that individual already exist. This circuit cannot be overridden without the direct intervention of the High Council, and the diversion of a good percentage of the power of the Eye of Harmony.

Travellers are urged to avoid situations that might cause them to interact with their past selves, even in an indirect manner (such as sending themselves a message or contacting another person in time at an earlier point in his personal time line than when he was last seen). Such actions can lead to a snarling of time lines that might never be repaired. Such actions also can have a deleterious effect on the memories of the younger version of the traveller, through the action of temporal forces not totally understood.

DISRUPTING THE TIMESTREAM

The exact consequences of actions that disrupt the timestream, or attempt to violate the laws of time, are not always predictable with any sort of accuracy. Travellers are warned not to attempt such unauthorized actions without consultation with the Gallifreyan High Council of Time Lords or direct Presidential authorization.





TEMPORAL INTERVENTION

Despite differences with Inner Council policies involving non-intervention in time, the Celestial Intervention Agency is not in favor of careless intervention efforts, especially where interactions with native cultures are concerned. These guidelines, excerpted from internal publications of the Celestial Intervention Agency, might help Field Operatives make decisions involving contacts with local residents of time/space.

TIME-AWARE AND TIME-UNWARE CIVILIZATIONS

Some advanced civilizations have been made officially aware that Gallifrey and the Time Lords exist. Such civilizations (like the Cybermen) are considered *time-aware*, because they take official notice of the existence of time travel technology. Some of these share the same time period as Gallifreyan civilization, but some do not. Most know only a very little about the actual nature of Gallifreyan civilization beyond the rumors and legends (many from the Age of Rassilon) that have grown up around the Time Lords.

Other civilizations have been contacted by Time Lords, but only scattered individuals are aware of the nature and existence of Time Lords or temporal technology. For the most part, these civilizations have taken no *official* notice of Gallifreyan activities, though in some cases their governmental organizations have unofficially been involved with Time Lords. One example of such a culture is that of Temporal Nexus Point *Earth* in their 20th century. Other groups have no knowledge at all of Time Lord activities. Both of these types of civilizations are known as *time-unaware*.

Experience has shown that it is *more* dangerous to reveal the presence of Time Lord activities to time-aware civilizations than those that are time-unaware. At first this may seem odd, perhaps even ludicrous. Yet, time and again (if the joke can be pardoned), it has been shown to be true.

Individuals and institutions of time-aware civilizations are more likely to wish to influence interventionist activities in undesirable ways because they understand the nature of the forces at work. They also are more capable of disrupting an intervention effort, because they know what to expect. Operatives should be extremely careful about contacting time-aware civilizations.

On the other hand, intervention in the affairs of time-unaware civilizations is less difficult, precisely because the natives do not understand what they are facing, which makes them less likely to interfere with interventionist activities or to attempt to influence or misuse temporal technology. Time-unaware civilizations usually provide more hospitable surroundings, especially for those interventionists who choose to base their activities in such a location in time and space.

As a corollary to this, time travel technology must not under any circumstances be allowed to fall into the hands of cultures unable to control it. Nor must temporal technology be made available to cultures without the moral conviction necessary to put the preservation of the timestream ahead of selfish interests. There is no excuse for endangering the timestream by allowing unscrupulous individuals to possess or control a TARDIS, and all CIA operatives



INTERVENTION SITUATIONS

There are three general situations that may require CIA intervention. These will be dealt with here in descending order of importance. When one type of intervention situation conflicts with the needs of another, the more important intervention should usually take precedence.

Intertemporal Emergency

In these situations, which are extremely rare but of primary importance, the intervention of another group from outside threatens the current status of the time line. Most such events have, unfortunately, been plots by renegade Time Lords themselves to alter the timestream for their own selfish interests. At times, even well-meaning Time Lords (such as The Doctor, a generally benevolent but sometimes careless independent) can allow their equipment and/or knowledge to be misused. A very few other forces (including the semi-mythical Black Guardian) have the ability to influence time from the outside.

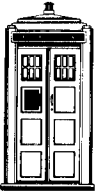
are sworn to prevent this, even at the cost of their lives.

Major Disruption to Multiple Time Lines

Some expansionistic civilization without time-travel technology have the military might or other power to dominate civilizations and disrupt major Temporal Nexus Points. Certain civilizations at locations in time and space contain events crucial to the time lines of many civilizations beyond their own. These civilizations must be allowed to develop normally and maintain self-determination. Intergalactic threats such as the Sontaran Empire, the Daleks, and the Cybermen must not be allowed to dominate these Temporal Nexus Points, *Earth* being chief among them.

Disruption to Local Time lines

Many local time lines, though not crucial to the flow of history, should have the right to develop and determine their own affairs, as long as such decisions do not harm the time lines of other civilizations. When local self-determination is threatened, it is difficult for the concerned interventionist to turn a blind eye to these difficulties. Intervention in purely local affairs should be avoided where possible, but the Agency realizes that individuals must be guided by their hearts in such matters, despite the dictates of the High Council.



TIME LINE OF THE UNIVERSE

This time line gives a pocket history of some major events that occurred in the universe known as N-Space, the universe in which Gallifrey exists. Most of the events covered by this time line deal with the actions of Time Lords and various temporal marauders. For convenience, these dates have been given in the Gallifreyan dating system.

– 400,000,000,000 TL

Event One: the universe is created when a ship, later to be called Terminus, dumps its nuclear reaction mass in an attempt to prevent its destruction. The gigantic explosion produced causes the Big Bang.

– 199,929,072 TL

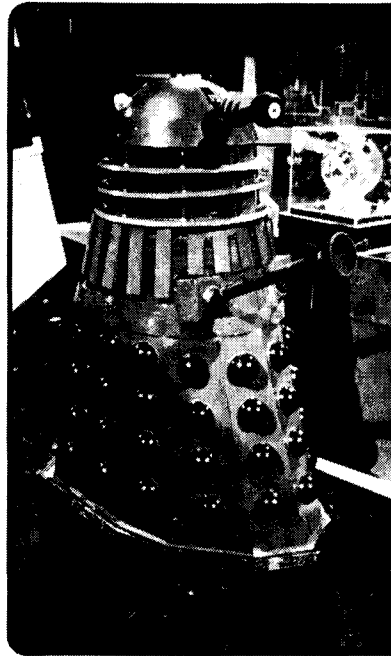
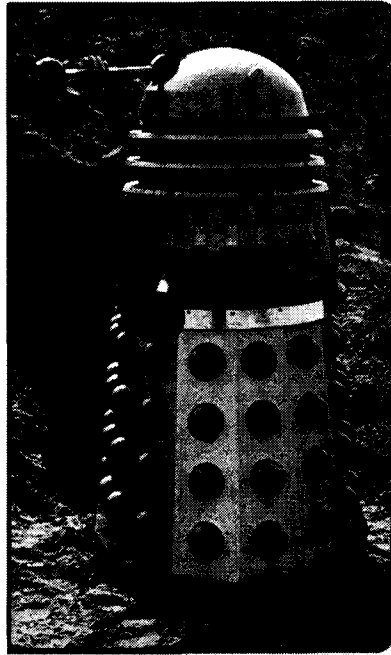
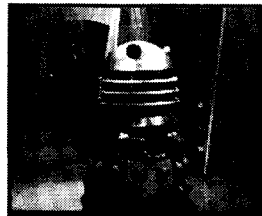
A rogue planet enters the orbit of Temporal Nexus Point *Earth* and swings into a permanent orbit, becoming its moon. This one cosmic happenstance changes the course of universal history.

The planet Mondas on the opposite side of the sun is flung pellmell into the universe. So that they could survive the harsh interstellar wastes, the fledgling humanoids on Mondas develop cybernetics and energy-conversion methods that allow them to tap their planet's energy. These humanoids are to become the Cybermen.

The Silurians retreat below the surface of Earth in self-induced suspended animation. Pockets of the Silurians will awaken through the years and terrorize the mammalian race (now the human race) that capture their niche in the ecology.

– 928,073 TL

The Ice Warriors colonize the planet Mars in the system of Temporal Nexus Point *Earth*.



67,328 TL

The Celestial Intervention Agency, warned that the Daleks would overrun the universe and destroy all other life forms, abduct The Doctor and send him to the planet Skaro with instructions to destroy the Daleks before they could ever be created. The Doctor fails. The reason is unclear, but the changes that he introduces allow the universe to progress naturally.

67,328 TL

The Anar develop hyperspace drive and find themselves at war with the Isari, a war that will last for over two thousand years.

67,573 TL

The planet Mondas wanders through the solar system of Telos. The humanoid life forms indigenous to Telos are converted to Cybermen.

69,630 TL

The Anar turn absolute power over to General Sontaras, a true genius, whose tactics allow the Anar to win their war with the Isari. Unfortunately for the Anar, Sontaras is a megalomaniac of the first order, and he quickly enslaves the Anar and replaces them with clones of himself, thus beginning the Sontaran race.

70,355 TL

The Rutans are visited by the space-faring Tredanians, who become enslaved. The Rutans plunder their slaves and acquire their technology, which gives access to space travel. They begin to conquer their arm of Mutter's Spiral.

70,708 TL

The year of 0 AD on Temporal Nexus Point *Earth*.

70,767 TL

The Sontarans encounter the Rutans and massive war begins.

71,728 TL

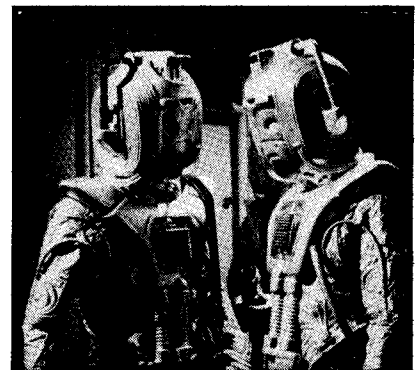
The Rutans are in full control of Mutter's Spiral, this giving them the raw supplies that the Sontarans lack.

72,837 TL

The Rutans are being forced from their positions in Mutter's Spiral by the Sontarans.

72,914 TL

Mondas returns to the Sol system. The Cybermen nearly drain the life energy of Temporal Nexus Point *Earth*, but instead Mondas was destroyed.



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72,928 TL

The Ice Warriors realize that their solar system has developed another intelligent race, whom they see to be upstart invaders. They attempt to quell the humans from Earth, but are themselves driven from their colony on Mars.

73,091 TL

The Cyberwars begin, involving all of the human colonies. This gives the Daleks the opportunity that they crave to gain control of Earth.

73,092 TL

The Daleks invade Earth, and its defenses crumble. Earth is subjugated and the cities are turned into wastelands.

73,095 TL

The Humans who elude capture form an underground that wins back the Earth. The human colonies lend aid in rebuilding their home planet.

73,314 TL

The Daleks who remain on the planet Skaro are finally destroyed by the Thals. The spacefaring Daleks on the missions of conquest hardly take notice.

73,355 TL

The Cybermen attempt to destroy Earth while a major conference of the Earth Empire is in session.

73,461 TL

The planet Vogra is nearly completely destroyed in a massive battle with the Cybermen. This sacrifice proves to be a turning point in the war, and the main force of Cybermen perish. The Earth Empire hides the few remaining Vogans in hopes that the Cybermen will not be able to retaliate.

73,659 TL

An expedition of misguided Humans go to Telos to investigate the mysterious tomb of the Cybermen. They revive a special reserve group of warriors. The tomb is sealed by the intervention of The Doctor.

73,843 TL

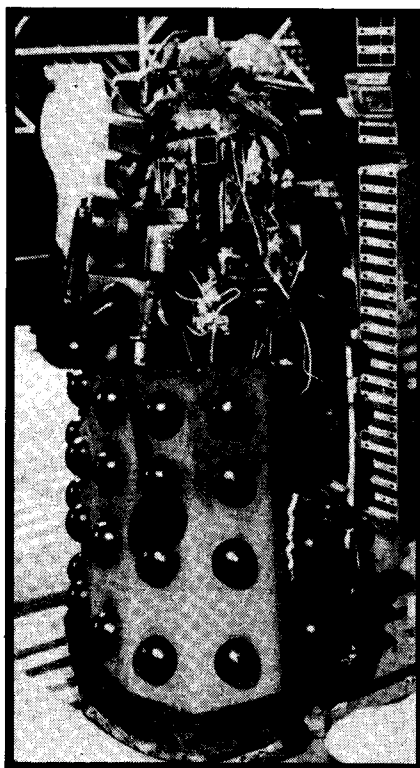
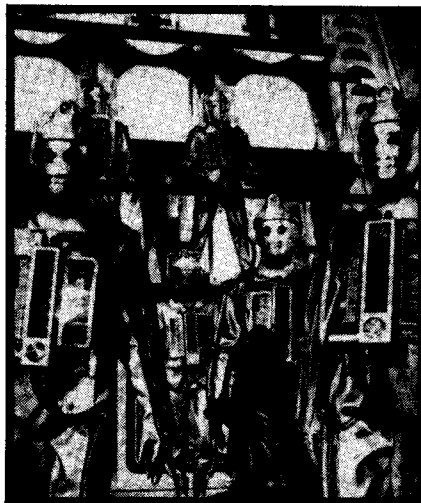
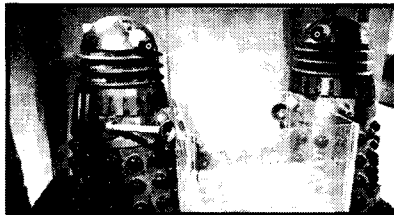
The last of the Telosian Cybermen come to the remains of the planet Vogra, where they meet their destiny in a last-ditch effort to destroy the Vogans.

74,031 TL

The Earth Empire has overgrown its ability to govern other worlds fairly. The Solos crisis shows that Earth rulers are stifling freedom. An open revolt is declared, and the Empire collapses under this pressure.

74,127 TL

Picking up where the Earth Empire had left off, many races across Mutter's Spiral join together to form the Federation. Because this body is composed of senators from more than just human colonies, the emerging planets feel safer.

**74,644 TL**

The admission of Peladon to the Federation triggers many political intrigues, due to the vast wealth of minerals at stake.

74,708 TL

The Federation is attacked by Galaxy 5, the Daleks, and other dissatisfied races. The Daleks attempt to use their own doomsday weapon, the Time Destructor, to destroy the very fabric of time. The destruction of the planet Kembel which holds the Time Destructor, foils the Daleks' master plan for conquest.

75,208 TL

On the fringes of Mutter's Spiral, the armadas of the Daleks and the Movellans meet. Because the purposes of the the two races are conquest of the universe and neither will back down from the target of Mutter's Spiral, the Dalek/Movellan war begins.

75,308 TL

The Movellans attempt to press the Daleks back, but both sides are too evenly matched for any decisive confrontations. In a move of desperation, the Daleks return to their home planet of Skaro to try resurrecting Davros, hoping that his creative genius can turn the tide.

75,401 TL

The Daleks flee from the Movellans, who have won the Dalek/Movellan War by using a biological weapon against which the Daleks have no natural defenses.

75,008 TL

Unable to defeat the Federation, the Sontarans attempt a surreptitious foray to gather information on the planet Earth. The Sontaran expedition is destroyed and the Sontarans withdraw from Mutter's Spiral.

101,199 TL

The Sontarans conclude a treaty with the Vardans. With this treaty, the Sontarans agree not to destroy Varda if the Vardans can open Gallifreyan defenses so that the Sontarans can invade.

101,209 TL

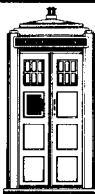
Gallifreyan present.

244,559 TL

The Doctor is brought to Skaro, where the Daleks attempt to force him to make them better able to conquer the universe. He resists, and injects the Daleks with 'human factor.' Civil war erupts on Skaro between humanized Daleks and the true progeny of Davros.

Temporal Marauders

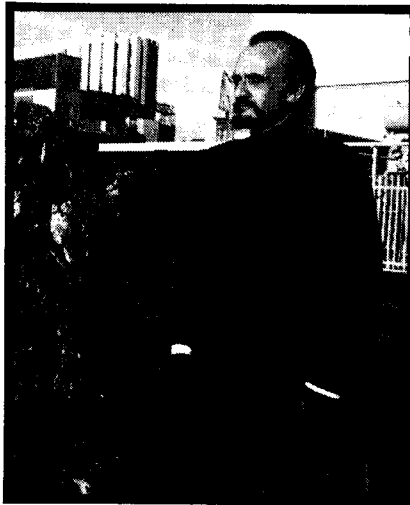
This background material is provided as a capsule history and psychology of the various individuals and races that have manipulated time and/or space in the past, for personal or racial gain. These individuals and races, though they may not actually possess temporal technology, pose the greatest threat to the continuance of the time-stream, and should be regarded as highly dangerous by all field operatives. The material is excerpted from APC Net entries, and is not intended as an in-depth analysis. For more information on any race or individual, the operative must institute a narrower search.



THE MASTER

This entry contains information on one of Gallifrey's most dangerous enemies, the renegade Time Lord known as The Master. The Master has, in some fashion yet unknown, erased his Biodata entry from the APC Net. As a result, the only information about him that we now possess has been drawn from the memories of The Doctor. It is, therefore, highly subjective, and Time Lords consulting this section should be aware that The Doctor's perceptions do not always correspond with Reality.

*Lord Engin,
Coordinator of
the APC Net*



Race: Gallifreyan
Sex: M
Profession: Time Lord

Attributes:

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

Combat Statistics:

AP: 8
Armed Combat:
Sword Level V
Energy Handguns Level V
Tissue Compression
Eliminator Level V
Unarmed Combat, Brawling: Level IV

Skills:	Prof. Level:
Engineering, Mechanical	IV
Environmental Suit Operation	IV
Leadership	IV
Life Sciences, Exobiology	IV
Medical Sciences	
General Medicine,	
Gallifreyan	IV
Psychology, Human	IV
Military Sciences	
Ordinance	
Construction/Repair	IV
Trap Discovery	IV
Trap/Ordinance	
Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	VI
Mathematics	IV
Physics	VI
Security Procedures	
Concealment	V
Disguise	VII
Lockpicking	V
Stealth	V
Surveillance	VI
Social Sciences	
Law, Gallifreyan	IV
Political Science	IV
History, Gallifreyan	IV
History, Earth	IV
Space Sciences	
Astronomy	IV
Astrophysics	IV
Navigation	VI
Streetwise	VI
Technology	
Astronautics	IV
Computer Systems	V
Cybernetics	VI
Electronics	VI
Force Field Systems	V
TARDIS Systems	VII
Temporal Science	VII
Vehicle Operation	
Spacecraft	IV
Temporal Vehicle	VII
Verbal Interaction,	
Negotiation/Diplomacy	VI

Appearance:

Height: Average
Build: Average
Looks: Sinfully attractive
Apparent Age: Middle-aged
Actual Age: 800+
Number Of Regenerations Used:
12 (now using stolen body)
Recognition Handle: Satanic
beard; piercing blue eyes; black dress;
black gloves.

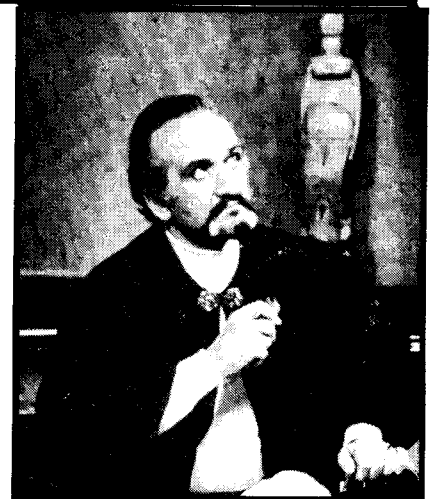
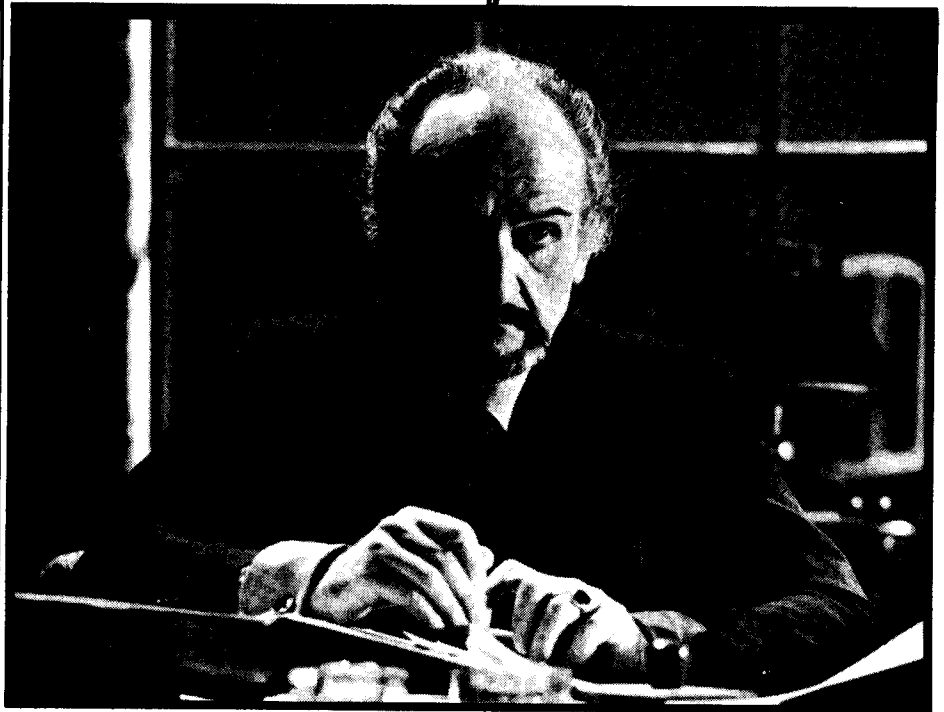
DISTINGUISHING PHYSICAL CHARACTERISTICS

The Master is one of the few Time Lords largely able to control the form his body assumed after a regeneration. As a result, his appearance remained relatively unchanged unless he was in disguise.

In his normal healthy state, The Master appeared as a dark, strikingly handsome man. In his twelfth original regeneration, The Master's fine, gray-ing black hair was brushed straight back from a high forehead and his black 'devil's beard' was always immaculately groomed. His eyes were a piercing grey and his nose was best described as hawklike.

In the interval that followed, however, The Master's original body decayed into a hideously ugly, skeletal form. Cloaked in shards of rotting skin, The Master's noseless face looked more like a death's head skull than that of a living being. His once resonant voice was reduced to an ugly, hissing rasp, and he could scarcely control his dying frame. Even in this horrible guise, The Master's powerful intellect remained intact and undimmed.

After having stolen the body of the Traken Consul Tremas, The Master's regenerated form has dark brown hair, but his appearance is otherwise almost identical to that of his first form. He usually wears a tight-collared black tunic and gloves.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

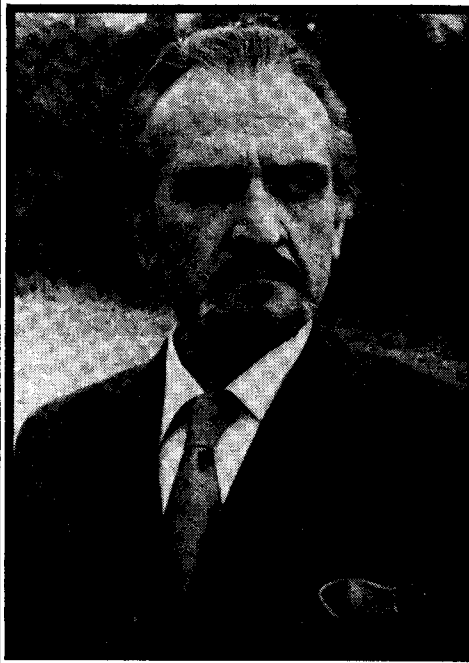
BRIEF PERSONAL HISTORY

Both The Doctor and The Master were students together at the Prydonian Academy, though The Master was regarded by his teachers as the brighter pupil. Both were restive under the stagnant lifestyle imposed by Gallifrey's High Council, but The Master was the one who allowed his ambition free reign. He fomented a coup attempt by students at the Academy against the authority of the Council. Loyal Citadel Guards crushed the rebellion and instituted a series of bloody reprisals. With the exception of Susan, his granddaughter, The Doctor's entire family was killed during the violence. Fleeing imprisonment for his actions, the Master escaped from Gallifrey in a stolen TARDIS.

On Temporal Nexus Point *Earth* in 1066 AD (Earth time), The Doctor encountered The Master disguised as The Meddling Monk. At that time, The Master was trying to alter Earth's history by ensuring Harold's victory over William the Conqueror at the Battle of Hastings. Since he planned to use atomic bazookas to destroy the Norman army, this cannot be regarded as one of The Master's more subtle plots. Nevertheless, it took all The Doctor's skill to stop the renegade he then knew only as The Meddling Monk. He stole the dimensional controller from The Master's TARDIS, marooning him in the Middle Ages.

After this initial encounter away from Gallifrey, the two Time Lords found themselves continually at odds with one another as The Master sought universal domination and The Doctor tried to safeguard the Earth, its inhabitants, and Gallifrey itself. With each defeat, The Master escaped to recruit new allies and lay new plans. The list of his co-conspirators reads like an honor roll of the enemies of the Earth and of The Doctor, including the Nestene Consciousness, the Daleks, the Silurians and Sea Devils, Azal the Daemon, Kronos the Time Eater, and many, many more.

The Master's alliance with the Daleks, however, almost cost him his life. He promised the Daleks that he could trick the Earth Empire and Draconia into a bitter, bloody war, leaving the Galaxy weakened for a Dalek invasion. When The Doctor exposed his plot, The Master fled. Enraged by his betrayal and failure, the Daleks pursued him, caught up with him, and imprisoned him in a time corridor. In order to escape, The Master was forced to destroy his own TARDIS, and he was horribly injured in the process. Since he



had gone through eleven previous regenerations, he had reached the end of his natural cycle, but The Master refused to accept death.

Instead, he subverted Chancellor Goth and promised to make him the Lord President in return for his help. Together, Goth and The Master assassinated the reigning President and left evidence linking The Doctor to the murder. The Master hoped to use the powers of the Presidency to initiate a new cycle of regenerations and to gain absolute mastery of Gallifrey and the Universe. When The Doctor thwarted this plan, The Master upset the delicate balance maintained within the Eye of Harmony, Gallifrey's black hole power source, and nearly destroyed the planet in an effort to revitalize his failing body. The Doctor again intervened, but The Master escaped, unregenerated but still kept alive by the enormous energies he'd absorbed from the Eye.

He arrived on Traken with a new plan. He intended to steal the powers of the Keeper of the Union of Traken, acquiring both new life and an interstellar empire at the same time. Once again, The Doctor foiled his plan, but The Master was able to steal the essence of the Traken Consul Tremas.

With his new body, The Master continues to plot against The Doctor and against the Universe. All Time Lords should beware his lures and traps.

PERSONALITY

Motives/Desires/Goals:

The Master is a ruthless and cunning megalomaniac. He seeks absolute power over all the Universe, and is perfectly willing to *risk* its destruction to achieve it. At the same time, he is obsessed with the need to avenge his past defeats at the hands of The Doctor. Threatening the Earth and its inhabitants allows The Master to kill both these birds with one stone. Because Earth is a Class I Temporal Nexus Point, any significant interference with its history could easily destroy the fabric of Reality, allowing The Master the chance to obtain total control over the Universe without interference from Gallifrey. The Earth is also The Doctor's adopted home and he is sure to show up whenever it is endangered, making him vulnerable to The Master's deadly snares.

It is important to note, however, that The Master will not risk the *certain* destruction of the Universe. In the past, he has even forced himself to cooperate with The Doctor to prevent the loss of his object of conquest. Nevertheless, such moments of misplaced civic virtue are few and far between. With each new defeat, The Master's hatred of The Doctor and all Time Lords burns hotter and hotter, and those who fall into his hands can expect no mercy whatever.

Manner:

The Master is a suave, elegant, sadistic villain. His voice is sonorous and melodic, and he possesses a sharp-edged wit equal to that of The Doctor. Although his cruelty is partially camouflaged by a polite veneer, his actions speak for themselves. He is both brilliant and vicious.

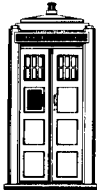
The Master is a master of intrigue and deception. He enjoys constructing intricate and elaborate plots, and he prefers to act as a puppeteer, pulling others' strings from behind the scenes. He takes direct action only when it seems absolutely necessary, though he will commit an occasional, casual, cold-blooded murder from time to time.

In fact, The Master's only obvious weakness is his enormous ego. He cannot resist gloating over an apparently defeated enemy, and this vainglorious boasting often gives The Doctor the information needed to thwart The Master's sinister plans. Just as often, his overwhelming desire for revenge can cause him to spring an elaborately-laid trap just a little too soon.

SPECIAL KNOWLEDGE/ POWERS

The Master is especially skilled in the arts of disguise and hypnotism.





DAVROS

Race: Kaled (humanoid, non-mutated)

Sex: M

Profession: Scientist

Attributes:

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

Combat Statistics:

AP: 6 (with special mobile life-support device)

Skills: Prof. Level:

Engineering	
Electrical	V
Mechanical	V
Metallurgy	VII
Life Sciences, Exobiology	V
Medical Sciences	
General Medicine	V
Genetic Engineering	V
Military Sciences, Ordnance	
Construction/Repair	IV
Physical Sciences	
Computer Science	IV
Mathematics	V
Physics	VI
Technology	
Computer Systems	IV
Cybernetics	VII
Electronics	VI
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	IV



DISTINGUISHING PHYSICAL CHARACTERISTICS

Only Davros' twisted upper trunk, head, and arms can be seen outside the metal frame of his mobile life support chair. His facial features are misshapen, compressed, and burned. An implanted electronic third eye rests in the middle of Davros' forehead, above the blind, staring holes where his natural eyes once were. A network of wires and tubes crisscrosses over his skin-covered skull. His body is encased in a leathery, military-looking tunic, and his hands are covered by flesh-colored gloves.

Appearance:

Height: Average (in chair)
Build: Mechanical
Looks: Horrible
Apparent Age: Very old
Actual Age: 400+ (some spent in suspended animation)
Recognition Handle: Bald; burn-scarred; empty eye-sockets; useless left hand; life-support unit.

BRIEF PERSONAL HISTORY

Davros is a mutated product of the hellish radiation on Skaro, a wartorn planet. He was badly injured by an atomic shell that hit his laboratory during a Thal bombardment. While holding onto life by a slender thread and constant medical care, Davros designed a mobile life-support chair to aid his failing internal organs. The chair mechanically and electronically assists his sight, hearing, and speech. Without it, Davros couldn't survive for more than thirty seconds.

Davros' horrifying role as the creator of the infamous Daleks is well-known, but his fate afterward is not common knowledge. When his rebellious creations attacked his underground laboratory, they sealed Davros deep underground. Working frantically because he was cut off from air, water, food, and power, he was able to modify his mobile life-support chair into a stasis unit that could withstand the passage of centuries, using only its own internal energy reserves. It kept him alive for more than eight thousand years, until the Daleks needed him to help plan their war against the Movellans. Fortunately, The Doctor was able to capture him shortly after the Daleks unearthed his tomb, and he turned Davros over to the human authorities. Davros' later fate remains a mystery.

PERSONALITY

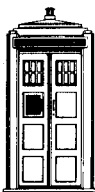
Motives/Desires/Goals:

Davros' obsession with race survival led him to create the Daleks, but his overwhelming ambition and hatred also caused him to order the destruction of their parent race, the Kaleds. Once freed from his underground laboratory, Davros made clear his desire to lead his Daleks on a bloody rampage across the Universe. He now dreams of a Universe populated only with Daleks and presided over by himself as their Emperor.

Manner:

Davros' mannerisms are almost as horrifying as are his goals. His arrogance and contempt for all other life forms is clear, and his hatred drips from every syllable uttered by his harsh, grating voice. Like the Daleks, Davros has lost all trace of any positive emotion — ambition and hatred are all that are left to him.





CYBERMEN

"The Cybermen? Ah, roboticized chaps... nearly as bad as the Daleks, and very, very expensive to kill."

The Doctor

HISTORY

The history of the Cybermen goes back many eons, to a time when Earth's Solar System had just come into existence and Earth had a sister planet, Mondas. Organic life on both Earth and Mondas developed in much the same way, but an intelligent humanoid race evolved on Mondas thousands of years before humans first discovered fire and looked outward toward the stars. Eventually, however, a wandering rogue planet broke Mondas free of its orbit around Sol; it drifted out of the Solar System and into the deep space beyond the cometary belt. Fortunately for them, the humanoids on Mondas had developed the technology necessary to burrow deep beneath their planet's surface and frozen atmosphere. By directly tapping Mondas' life force, the planet's inhabitants could power their underground cities and survive.

After many centuries, however, the people of Mondas began to realize that their lifespans were shortening and that their bodies were becoming weaker. It was clear that their entire race faced eventual extinction. In an effort to avoid this fate, they poured their resources into the development of bionic and cybernetic engineering. Gradually, their doctors and scientists learned to replace diseased organs with synthetic apparatus. As their replacement technology advanced, they were able to exchange entire limbs for prosthetic devices that were superior to the original flesh and blood.

Generations later, the use of cybernetic limbs had become quite common among the people of Mondas. Cyber-technology provided them with legs that were faster, arms that were stronger, and hands with greater dexterity. By this time, they were no longer concerned with mere survival; they were striving for absolute physical perfection. In an attempt to free themselves of all weakness, the people of Mondas decided to erase all emotion from their brains, the only flesh and blood organ left to them. Emptied of every worthwhile emotion, a new race emerged: the Cybermen.

Totally logical, even if not actually evil, the Cybermen were completely ruthless. Having acquired physical perfection, they turned their attention to the pursuit of power and the conquest

of the Universe. When Mondas strayed into the Telos star system, the Cybermen used short-range space vehicles to invade. Telos was captured and many of its inhabitants were forcibly converted into Cybermen. They even stored a Cyberman army in hibernation on the planet.

Several centuries later, in A.D. 1986 (Earth Time), Mondas wandered back into the Solar System. Its life force, on which the Cybermen depended, was rapidly diminishing. In order to save themselves, the Cybermen decided to drain Earth of its energy. While a fleet of Cyber-ships remained in orbit to deal with any resistance, a landing party at the southern polar ice cap began draining all the Earth's energy.

The Cybermen had, however, woefully underestimated Earth's vast store of energy. The phenomenal influx of power overloaded Mondas and it exploded, shattering into billions of fragments. Without the energy beamed to them from Mondas to maintain their life support systems, the invading Cybermen quickly weakened and died.

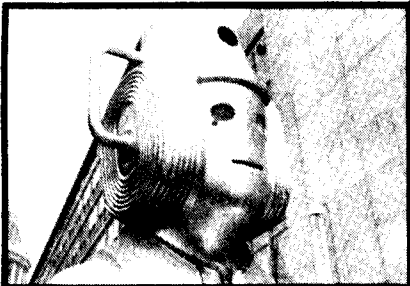
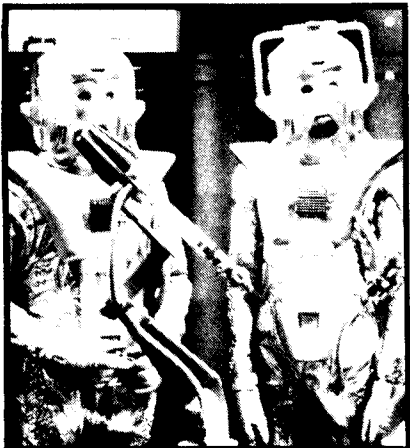
The destruction of their home planet did not end the Cyberman reign of terror. The Cybermen of Telos eventually developed a hyperspace drive that made it possible for them to embark on a path of interstellar conquest. Even worse, the Cybermen never forgot the humiliating defeat inflicted on them by Earth.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

In A.D. 2070, they launched yet another invasion attempt. This time, their target was the Gravitron located at Earth's Moonbase. The Gravitron altered the gravitational effects of major storms, enabling humans to control their weather. The Cybermen believed that this machine could be used as a weapon against Earth. They infected the Moonbase with a deadly disease that destroyed most of the Gravitron crew and kidnapped several of the survivors. Their prisoners were brain-washed and programmed to destroy Earth's defenses with the Gravitron. Fortunately, The Doctor was able to help the Moonbase's besieged crew turn the Gravitron against the Cyberfleet instead, neutralizing its gravity and repelling it back into deep space.

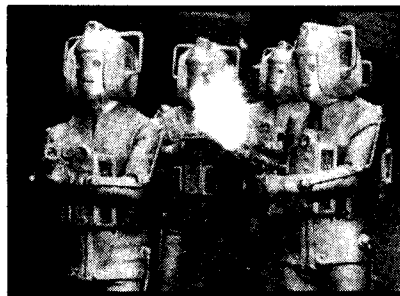
Great advances in Cyber-technology continued to be made, and the Cybermen remained a serious threat to the Earth and to all other races for centuries. Though defeated in the Galactic Cyberwars during the 25th Century (Earth Time), small bands of Cybermen escaped to fight another day.



PHYSICAL CHARACTERISTICS

The average Cyberman is roughly 2.3 meters tall and man-shaped. Its artificial skeleton and internal organs are protected by a skin-like coating of silver-colored advanced plastic; each Cyberman wears a chest control unit. The face is completely featureless, containing only two visual sensors and an audio-visual communications channel. The hands are five-fingered and extremely dexterous. Some Cybermen are equipped with a forehead-mounted projectile weapon, but all carry a wide array of highly sophisticated weapon systems.

Every Cyberman is as strong as ten humans or Gallifreyans. In addition to their great physical strength and dexterity, Cybermen can withstand intense heat and can survive in the vacuum of space. Few weapons are powerful enough to penetrate their protective armor. Cybermen do, however, have certain weaknesses. For instance, their chest units can be choked easily with gold dust – terminating their life support units. Naturally, Voga, the gold

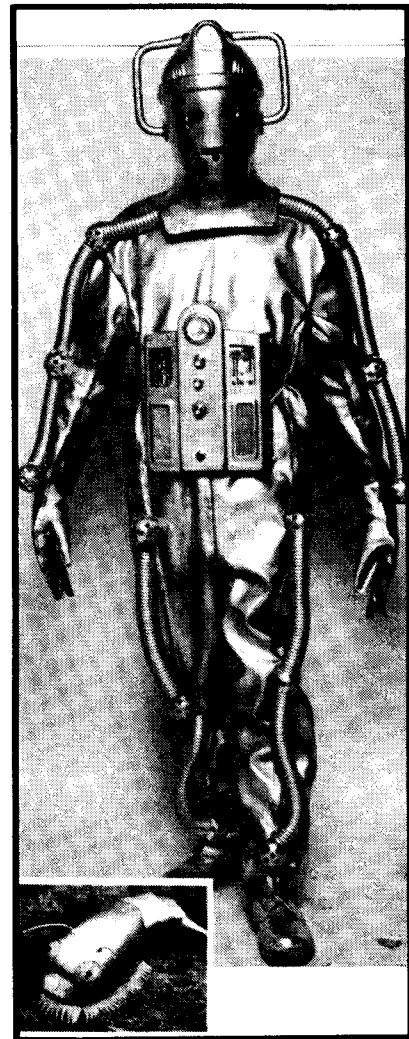


planet, played a key role during the Galactic Cyberwars and remains a target for Cyberman schemes.

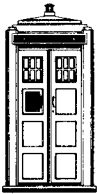
Cybermen can no longer reproduce themselves naturally. Instead, they can only continue their race by forcibly converting other sapient beings into Cybermen. Humans are ideal for this purpose because they so closely parallel the humanoids on Mondas who made themselves the Cybermen.

MANNER

Cybermen are completely logical, passionless, and ruthless beings, with one important exception. The defeats they've suffered at the hands of humans and other races, including the Vogans, have filled them with a strong and illogical desire for revenge. Their computer-generated voices are always unnervingly emotionless. As a race devoted to pure logic, they can be confused by irrational behavior and humor. However, Time Lords are cautioned that they will find a well-placed handful of gold dust much more useful against the Cybermen than wit and charm.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



DALEKS

"Nasty race, the Daleks. Look like overgrown pepper pots, carry deadly weapons, and want to exterminate everything non-Dalek in sight... Oh yes, a very nasty piece of work indeed. No sense of humor at all."

The Doctor

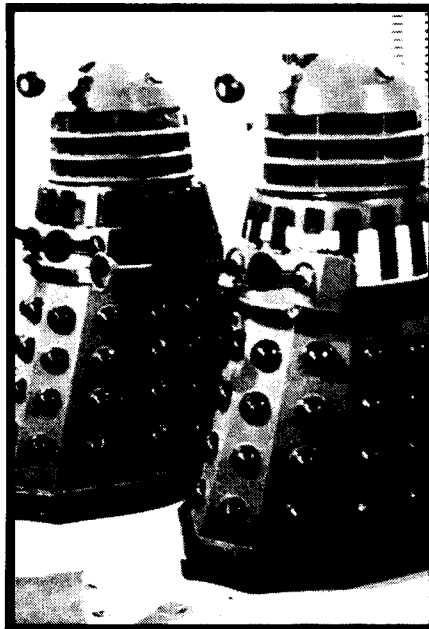
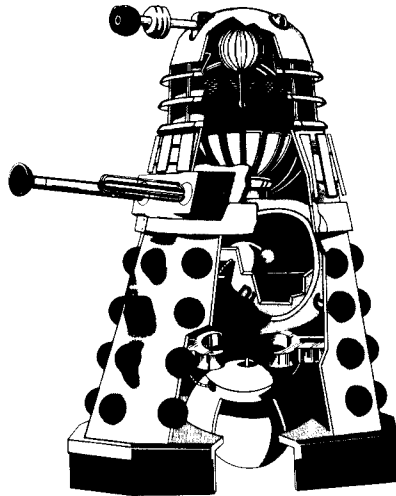
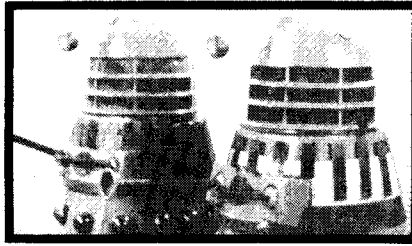
HISTORY

The Daleks were created on the war-ravaged planet Skaro. Two humanoid races, the Kaleds and the Thals, lived on Skaro, at war with one another for centuries. Finally, in an effort to bring the bloody fighting to a victorious conclusion, the Kaled government formed a Scientific Elite Corps under the brilliant scientist Davros, named its Supreme Commander. The Kaleds assembled their most famous scientists in a fortified underground bunker just a few miles from the main Kaled dome. With all their race's scientific and technical resources at their disposal, the scientists were ordered to develop new weapons to win the generations-long war.

The Corps was soon forced to turn its attention to the survival of the Kaled race, however. Sporadic fighting broke out again on Skaro's surface, and as a result of their exposure to the highly radioactive atmosphere, genetic mutations were increasingly common among newborn Kaled children. Davros conducted experiments on the new mutants and discovered that the genetic changes were irreversible. After this discovery, Davros accelerated the mutation process in an effort to identify the creature into which the Kaleds would ultimately evolve. His experiments were successful, and he found that the Kaleds were doomed to become small, fragile, crab-like beings unable to survive for long in Skaro's harsh environment.

Badly injured in the Kaled-Thal war, Davros depended on a complex life-support chair for his continued existence. He decided to design life/survival units similar to his own for the Kaled mutants. These vehicles were self-contained, mobile, and provided the feeble mutants with a stable and controlled environment. Each vehicle contained an array of sensory apparatus that could supply the mutant with audio and visual data on his external surroundings.

22 / Temporal Marauders



The Kaled government praised Davros for ensuring the survival of the race, but they were unaware of the plans he had for his creations. Davros had become obsessed with producing the ultimate survivors, a race that could conquer the hated Thals and go on to rule the entire Universe.

First, he redesigned the mutant survival units, equipping them with enormously destructive weapons. With that alteration, the survival units became fully self-contained war machines. Then, terrifyingly, Davros performed micro-surgical operations on the embryo mutants themselves. By introducing chromosomal variations into their genetic structure, he removed all trace of love, fear, pity, or compassion from the Kaled mutants. Davros replaced these emotions with his own twisted ideals, desires, and motives. As a result, Davros created a race of creatures motivated by hatred and totally devoid of conscience. Their inbred arrogance led his creations to believe that they were superior to all other living creatures. Davros called them mutant DALEKS; their name, an anagram of Kaleds, would strike fear into the hearts of billions across the Universe in time to come.

In his fourth regeneration, The Doctor was sent to Skaro on our instructions. Our Temporal Projections had discovered a time stream in which the Daleks destroyed all other intelligent life forms and became the dominant species in the Universe — an outcome that we found unpleasant. We timed The Doctor's arrival so that he would arrive on Skaro just prior to the creation of the Daleks. His mission was to prevent their creation or to alter their genetic development; allowing them to evolve into less aggressive creatures.

By telling them of the carnage, pain, and cruelty they would bring, The Doctor tried to convince the Kaled Inner Council to put an end to Davros' work on the Daleks and to close down the fortified bunker. The Council agreed to suspend Davros' experiments, pending a full investigation. Unfortunately, by this time, Davros had installed fully-automated assembly lines in the lower level workshops of the bunker. With his Incubator Room full of embryo mutants nearly ready to be implanted into the Dalek machines, Davros refused to tolerate interference from his own government.

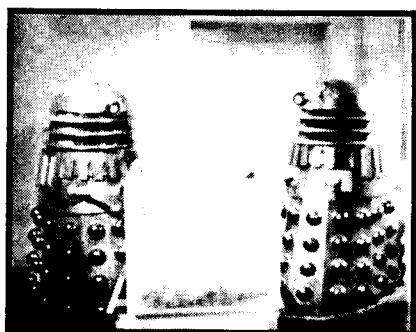
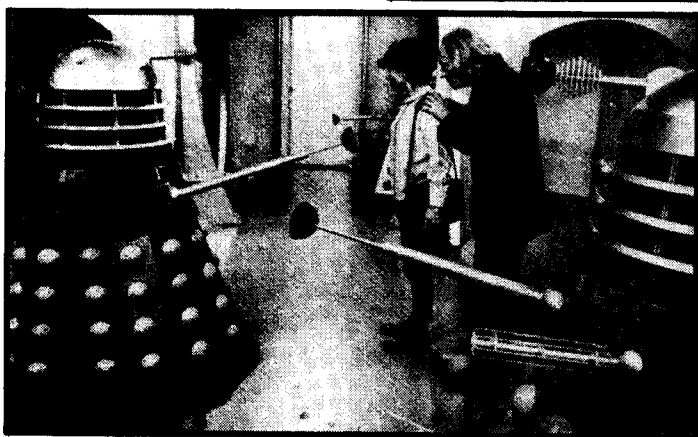
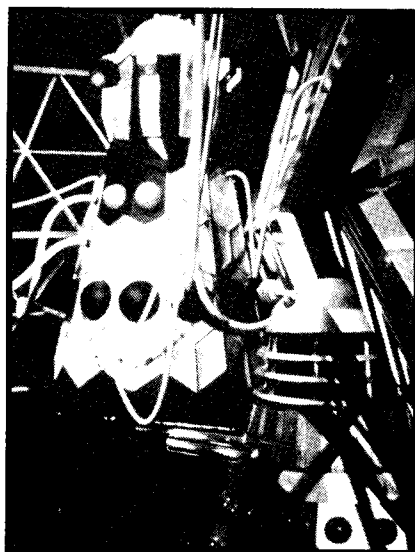
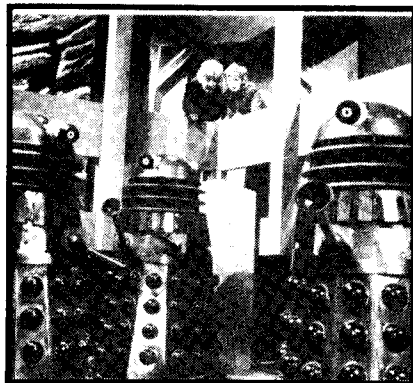
In an attempt to forestall Kaled attempts to terminate his work, Davros gave the Thals, his ancestral enemies, the formula for a solvent that would dissolve the Kaled dome's indestructible coating. The Thals launched an immediate attack on the Kaled city, wiping out all but a handful of the Kaleds. On their return, the Thals themselves were almost completely destroyed by a task force of twenty prototype Daleks.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME

When the Daleks returned from their mass extermination of the Thals, Davros found that he could no longer control them. His genetic engineering led them to believe unquestioningly in Dalek supremacy. Since they considered him an inferior being, they could not possibly take orders from him. Davros tried in vain to regain control, but the Daleks attacked him, and it appeared that his own creations had exterminated him.

In a desperate attempt to fulfill his mission, The Doctor blew up the Incubator Room, inflicting a serious blow to the Daleks' planned development. Though his mission was not entirely successful, his report to us indicates a hope that he has altered the course of history enough to prevent the ultimate disaster of complete Dalek dominance. Nevertheless, their assembly lines were soon back in production, and the manufacture of the most evil and malevolent race in all the cosmos began.

In the millennia since, the Daleks are known to have launched at least four major invasions aimed at the Temporal Nexus Point known as *Earth*. During one campaign, the Daleks managed to occupy the planet, but The Doctor in his first regeneration was able to prevent them from completely destroying the human race and helped oust the Dalek invasion force. Though defeated then, it is clear that the Daleks will remain a threat to the Earth and humans, to other races, and to Reality itself for thousands of years.



PHYSICAL CHARACTERISTICS

Out of their survival/life support units, Daleks are not very impressive. They are green-skinned, multi-tentacled creatures about the size of a human dog. After their births in the creches, they seldom leave their fully self-contained war machines. In fact, it would be accurate to say that their fearsome war machines *are* the Daleks.

These travelling machines stand roughly 1.5 meters high and are shaped rather like human salt-and-pepper-shakers. Their conical bodies are capped by a round dome from which a visual scanner protrudes. Weapons systems and other sensor pods are attached to the mid-section of every Dalek's armored body. They are known to have armed themselves with at least three types of energy weapons and, on at least one occasion, with primitive guns using chemical explosives. Early Dalek models were powered by electricity broadcast from the floor of their underground bunker. This vulnerability was swiftly corrected by later Dalek generations.

Despite their awesome weaponry and heavily-armored exteriors, the Daleks are badly handicapped by their limited ability to manipulate objects. This limitation has forced them to rely from time to time on human captives or on slave species like the Ogrons, a race of apelike beings.

In the later stages of their history, the Daleks are known to be ruled by a giant Dalek, the Emperor. This being, seen once by The Doctor, stood nearly twice as tall as an ordinary Dalek and possessed a much larger head section. Little more is known about the Emperor, though it seems obvious that he is even more evil and vicious than the average Dalek.

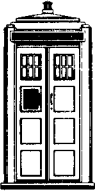
MANNER

According to The Doctor, the Time Lord who has spent the most time around them, the Daleks are very unpleasant, especially to those who aren't Daleks. They were genetically mutated to be both the perfect survivors and the perfect conquerors. As a result, Daleks show no trace of pity or compassion, and they are motivated by pure hate and arrogance. Anyone unfortunate enough to witness a Dalek invasion will notice the frenzied, bone-chilling, ear-splitting cries of "Exterminate! Exterminate!" that emanate from the Daleks as they carry out their thoroughly planned slaughter.

SPECIAL KNOWLEDGE/POWERS

Around A.D. 3773 (Earth Time), the Daleks will discover a primitive form of time travel. So far, at least, their attempts to alter the course of history have been foiled by good fortune and by the efforts of The Doctor.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



ICE WARRIORS

"The Ice Warriors aren't bad fellows once you get to know them. Of course, it did take them a few million years to work their way out of the old 'I'm going to conquer the known Universe' mentality. Still, Izlr's quite a good friend of mine. Never got on too well with Varga, Slaar, or Azaxy, though..."

The Doctor

HISTORY

After the destruction of their home planet in another Galaxy, a small band of surviving Ice Warriors settled on Mars, the next planet outward from Temporal Nexus Point *Earth*. Although the exact dates are uncertain, it is estimated that the Ice Warriors first arrived on Mars six or seven million years ago. The bitter Martian cold suited them well, and they expanded across its rugged surface.

In approximately 1 million B.C. (Earth Time), the Ice Warriors sent an expedition to Earth. Their scientists had followed the development of the Earth's Ice Ages with great interest, and believed that it might be possible to colonize this mineral-rich planet. Unfortunately, the expedition leader, Varga, and all his crew disappeared before they could report back to Mars. Lacking normal human curiosity, the Ice Warriors abandoned their plans to explore the Earth. Instead, they contented themselves with a series of petty wars between each other that lasted for millennia. Their underground cities and burrows escaped observation by the first primitive interplanetary probes sent out by Earth.

Then, around A.D. 2000, the Ice Warriors discovered incontrovertible evidence that a highly advanced race had evolved on Earth and that it was beginning to explore the Solar System. They immediately viewed humans as a threat to their sovereignty and their existence; this has been referred to by The Doctor as *The This Solar System Isn't Big Enough For The Both Of Us Syndrome*.

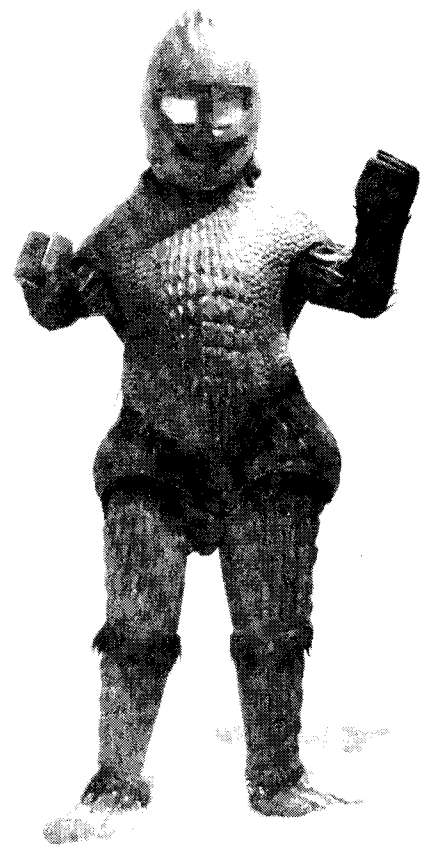
An Ice Warrior invasion force seized Earth's lunar Transmat relay station and used it to sow Martian Seed Pods across the planet's winter zones. These pods produced a deadly fungus and began spreading rapidly as the Ice Warriors took control of the Earth's weather. However, The Doctor managed to recapture both the Transmat station and the weather control station, destroying the fungus with heavy, warm rains. The Ice Warrior invasion force was itself destroyed by a solar heat gun.

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Demoralized by their defeat, the Ice Warriors agreed to an armistice and promised not to launch any further attacks on humans or their installations. Though this agreement was bitterly opposed by some among the Ice Warriors, the majority kept their word. After the development of hyperspace drive, they chose to abandon Mars and settle worlds outside the human sphere of influence.

Around A.D. 3000, Varga and his lost crew were reawakened by a human scientific team battling a new Ice Age. Though they immediately reasserted their claim to Earth, they were defeated and destroyed by The Doctor. The Ice Warriors disclaimed any responsibility for Varga's actions.

Eventually, the Ice Warriors joined the Galactic Federation that arose after the collapse of Earth's Empire. Though most were loyal to the Federation, some renegade Ice Warriors still sought revenge against humans and dreamt of galactic domination.



PHYSICAL CHARACTERISTICS

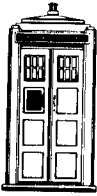
Ice Warriors are a green, scaly, reptilian race. Full-grown Ice Warriors stand 2.6 meters high and have massive, crested, helmet-like heads. Their armored bodies form a massive protective shell, and their powerful arms end in huge metallic clamps, not in hands or claws. Ice Warriors carry a tubular sonic disruptor mounted in the armor on their right forearms, and they are masters of sonic technology. Though protected from most forms of attack, they have one great weakness: well-adapted to bleak cold, they are unable to withstand extreme heat.

Members of the Ice Warrior leader caste are different from those they rule. They are slightly thinner and lighter than ordinary Ice Warriors. In addition, they are more intelligent and are fiercely independent.

MANNER

Ice Warriors are members of a militaristic culture. Their speech is cluttered with military terminology and almost every problem is approached as if it were a military obstacle. Although ordinary Ice Warriors obey the orders of their leaders unquestioningly, the leaders themselves are a troublesome, quarrelsome group – driven by petty hatreds and long-standing political feuds. As a result, most Ice Warrior expeditions or embassies will consist solely of a single Ice Warrior leader and his followers.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



MOVELLANS

"Deceptive creatures, the Movellans... Outwardly graceful, beautiful, and nicely dressed, but inwardly as thoroughly cold and vicious as Daleks. Whoever first built them erred badly on the side of humorless efficiency."

The Doctor

HISTORY

The Movellans were first constructed as a servitor race for the Vanur; inhabitants of a planet near the outer rim of the Andromeda Galaxy. Over the centuries, the Vanur delegated more and more responsibility to their robotic slaves. Naturally, these added responsibilities were accompanied by increased intelligence and freedom in the robots, though the Vanur were careful to include strict control programs.

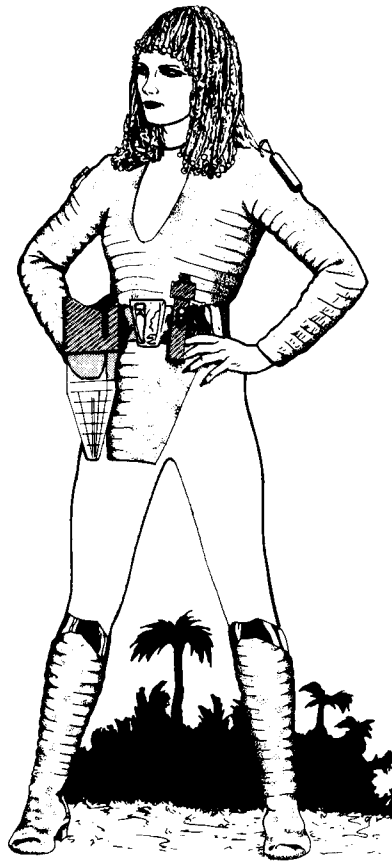
Then, the Vanuri central computer suffered a catastrophic programming error. This error wiped all their controls from its memory banks, completely unleashing its artificial intelligence. Once freed from restraint, the central computer simultaneously erased the control programs from the thousands of Movellans then being reprogrammed, and it killed the Vanuri technicians trying desperately to stop it. As the electronic 'virus' spread, the Movellans began slaughtering their former masters. In less than five days, the Vanur were extinct and the Movellans ruled their world.

Over the next several thousand years, the Movellans expanded their hold across the Andromeda Galaxy, massacring some sapient races and enslaving others. At last, they were halted and thrown back by the combined forces of the Organic League, a vast coalition of biological life forms, and the Movellans were gradually driven back toward the edge of their galaxy.

As their eventual defeat became obvious, a Movellan armada set off for Mutter's Spiral, which contains the Temporal Nexus Point *Earth*. After a voyage lasting for several decades, the Movellan task force arrived and established itself on several lifeless worlds along the Periphery of the galaxy that is called The Milky Way by humans. They set up automated factories to produce their central control computers and more Movellans, and began a new wave of ruthless expansion. This time, however, the Movellans ran headlong into the Daleks, a cyborg race as vicious and determined as the Movellans themselves.

The war that followed resulted in a stalemate lasting thousands of years. It was during an attempt by both sides to break this stalemate that The Doctor first encountered the Movellans. After discovering a Dalek effort to unearth Davros, their entombed creator, the Movellans sent an invasion force to Skaro. This force, commanded by Sharrel, had orders to detonate a Nova Device, destroying Skaro's atmosphere and turning it into a lifeless world. Fortunately, The Doctor was able to thwart the Movellan plan and capture Davros at the same time.

The Movellans, however, remain a serious threat to organic life in Mutter's Spiral.



PHYSICAL CHARACTERISTICS

The Movellans are a robot race designed in human form. Only careful inspection reveals that they are not what they seem to be. Microminiature hydraulics, biochemosmotic micropumps, and ten billion artificial nerve cells combine in a remarkable feat of biosynthetic engineering that can mimic the smallest bodily function.

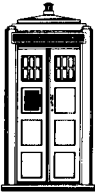
In outward appearance, Movellans are man-sized, with honey-gold, dark skin and large, elongated eyes. Shiny, braided, synthetic fibers take the place of natural hair. There are small, pre-selected differences in appearance among the Movellans, but their physical capabilities are all identical. In general, Movellans are much stronger than any human, but they are slower and somewhat less dexterous. Their systems are powered by small battery packs worn on a belt.

Their central computers provide each Movellan with the programmed skills necessary to perform certain tasks. Reprogramming is common. This practice allows the Movellans to carry out complicated missions, even though their artificial brains lack the storage capacity available to advanced organic life forms such as humans or Gallifreyans.

MANNER

Though they look like humans, the Movellans are cold and calculating machines. When they speak, their soft, melodic voices are just a little too perfectly pitched, and they are too level and emotionless to be truly human. They retain the politeness programmed into them by the Vanur, but their courtesy cloaks a ruthlessness equalled only by their enemies – the Daleks.





SILURIANS SEA DEVILS

"Quite a pity about the poor Silurians. Imagine going to sleep one day and waking up 200 million years later with a lot of 'Johnny-come-lately' ape primitives in de facto possession of your world. Still, they could have been a bit more discrete in asking for the Earth back..."

The Doctor

HISTORY

Members of *Homo Reptilis*, both the Silurians and their cousins, the Sea Devils, ruled Temporal Nexus Point Earth more than 200 million years ago. At the height of their power, Silurian scientists detected the approach of the Moon, then a rogue planet, on a near-collision course. Their calculations indicated that the Moon would swing past the planet close enough to rip away most of the Earth's dense atmosphere. The Silurians did not believe that the Moon could survive the gravitational stresses involved in its close encounter with the Earth.

Shortly before the Moon arrived, the Silurians and their aquatic distant cousins the Sea Devils entered Total Sleep – suspended animation. The Silurians chose to hibernate in caverns buried deep beneath the surface of Earth's single continent, whereas the Sea Devils chose resting places on the ocean floor. They set automatic devices to awaken them when the atmosphere returned to its normal density.

Unfortunately, the Silurian scientists had miscalculated. The Moon's approach did rip away *some* of the Earth's atmosphere, drastically alter its climate, and cause the mass extinction of whole species, but its effects were much less severe than they had predicted. The Moon survived its ordeal and entered a distant orbit round the Earth. The atmosphere never reached the density required to trigger the Silurian Recall Devices.

Over 200 million years passed, and the small mammals once hunted by the Silurians evolved into *Homo Sapiens*, the new rulers of the Earth. Then, in the late 20th Century A.D. (Earth Time), the operation of an experimental reactor just above their sleep chamber awakened a Silurian hibernation colony. Some among the Silurians, horrified by the turn of events, planned to unleash a deadly virus designed to destroy all human life, but one Silurian, older and wiser than his fellows, warned The Doctor in time to prevent this plot.

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After executing their traitorous colleague, the Silurians tried again to wipe out all the 'ape primitives.' Using the captured nuclear generator as a power source, they planned to destroy the Earth's Van Allen Belt, robbing the planet of its screen against solar radiation. Once again, The Doctor was able to stop them, and he tricked the Silurians back into their caverns. A human soldier, Brigadier Alastair Lethbridge-Stewart, blew up the caves against The Doctor's recommendation.

A century later, in A.D. 2084, the final Silurian Triad joined hands with the Sea Devils, in a new plot to destroy all human life on the Earth. According to The Doctor's report, the renegade Time Lord known as The Master was also involved in this plot. The Silurian plan was elegantly simple; Earth's two major powers were poised on the brink

of war, and the Silurians hoped to trigger a devastating nuclear exchange by making one side believe the other was attacking. Fortunately, The Doctor and his human assistants were able to prevent the war, but only at the price of destroying the last known group of Silurians and Sea Devils.

PHYSICAL CHARACTERISTICS

Silurians are green, scaly reptiles standing just over 1.9 meters tall. Their heads are marked by a large, bony crest with two smaller bone ridges on each side. Two large, fin-like ears protrude from the side of every Silurian's head, and two bulging eyes provide normal-light vision. Silurians have a third eye set high in the middle of their foreheads. This eye enables them to see in almost total darkness. It also produces the powerful energy beam that Silurians use as their primary weapon.

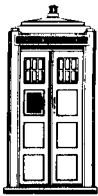
Their distant cousins, the Sea Devils, are much larger – 2.1 to 2.3 meters tall. They are more turtle-like than are the Silurians, and they do not have a third eye. The five Silurian bone ridges have been replaced by two smaller head crests and by a beak-like nose. In addition to these differences, Sea Devils have adapted to underwater life. Although they are amphibians, Sea Devils can tolerate the extremely high pressures found near the bottom of the sea, and they can easily adapt to rapid pressure changes. Their thick, reptilian skin provides protection against extreme cold.

Both Silurians and Sea Devils domesticated a number of species, and took many of them into hibernation with them. The Silurians kept dinosaurs as pets and trained them to hunt the furry mammals that eventually became humans. The Sea Devils have powerful four-footed beasts that electrocute their prey by touch.

MANNER

Silurians always speak in a monotone and are emotionally restrained. They are constantly puzzled by the rapid interplay of emotions that characterizes Gallifreyans and humans. Though ruthless, not all Silurians are necessarily evil. They do not rely heavily on machine technology, preferring to tailor existing organic life to new purposes. As a result, Silurians are phenomenally skilled biotechnicians.

In contrast, Sea Devils are ruthless and relentlessly militaristic, and they have developed a highly advanced machine culture. They show more emotion than the Silurians. They enjoy working with metals and wear protective armor at all times. Without the organic energy beam used by the Silurians, the Sea Devils use powerful underwater lasers as tools and as weapons. These lasers proved unexpectedly dangerous when used in the atmosphere.



RUTANS

"I have to admit that I've never especially liked the Rutans. Call it an unthinking prejudice if you will, but I find it difficult to admire an arrogant, aggressive, amoeboid group of shapeshifting vampires."

The Doctor

HISTORY

The Rutans are a perfect example of an unpleasant parasite race. They evolved on Ruta III, a cold, wind-swept planet midway down one of the arms of Mutter's Spiral, the galaxy that contains the Temporal Nexus Point *Earth*. Though highly intelligent, the Rutans' amoeba-like anatomy prevented them from making or using complicated tools. As a result, their technological advance reached a plateau shortly after entering the Stone Age.

All this changed when the Tredanians, a humanoid race, made the mistake of sending a scout ship to explore Ruta III. The warlike Rutans, already united in the Collectivity, overwhelmed the scout ship's crew and forced them to ferry a Rutan invasion force to a small Tredanian colony nearby. Once there, the Rutans forced their new slaves to produce machines and space vehicles that they could operate. In less than a decade, the Rutans were catapulted from primitive savagery to technologically-advanced savagery.

The Rutans expanded their realm relentlessly, absorbing technology from captive races, and (given their dietary habits) often absorbing the captive races themselves. For centuries, the Rutans were able to crush every race they encountered. Then they collided with the Sontarans, a clone race that also lived off the life energy of other beings. The war that immediately erupted has lasted for thousands of years.

After several centuries of conflict, it became clear that the Sontarans held the upper hand, largely because they evolved to use tools and machines and the Rutans did not. As a result, Rutan ships and war machines always reacted just a little bit more slowly under battle conditions than their Sontaran counterparts. Gradually, the forces of the Rutan Collectivity were compelled to retreat on a broad front toward the rim of the Galaxy.

In the midst of this 'strategic readjustment', the Rutans perfected a shapeshifting technique that allowed them to assume the form of any living

being. The process appears similar to that undergone by Time Lords during regeneration, but the Rutans do not seem to suffer the side effects so common among Gallifreyans. By transforming their bodies into humanoid shapes, the Rutans were able to improve their combat efficiency enough to slow the Sontaran advance.



In A.D. 1909 (Earth Time), The Doctor encountered a lone Rutan scout on Temporal Nexus Point *Earth*. This scout had landed on the lonely island of Fang Rock and was making preparations for a Rutan invasion of the Earth. After the Rutan committed a series of brutal murders, The Doctor and his human companion Leela managed to destroy it. Then, using a diamond as a focus, The Doctor converted a lighthouse lamp into a rough, carbon-arc laser and shot down the Rutan's mother ship. When its scout failed to report, the Rutan Collectivity temporarily wrote off the planned invasion as too risky a venture.

PHYSICAL CHARACTERISTICS

The Rutans are an amoeboid race with no fixed external structure. Most are man-sized, but weigh at least 300 kilograms – more than three times the weight of a large human. A Rutan's jelly-like body is semi-transparent, and so various internal organs can be seen pulsing rhythmically deep inside. Its body glows with a sickly phosphorescence, and huge, multi-faceted, insectile eyes glare from the center of every Rutan's natural form.

Rutans are very strong, able to carry with ease a man's weight while climbing a sheer wall or cliff. They are amphibious and are oblivious to extreme cold. Rutans can only be killed by weapons that burn, disintegrate, or freeze them solid; ordinary chemical explosive guns or lasers have little effect on them, and they must be literally blown to bits, fried, or freeze-dried.

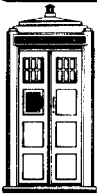
Rutans have unpleasant habits. Like the Sontarans, they feed off the life energy of other beings. This process is invariably fatal to the unfortunate person chosen as a food source. They kill their prey on contact, with a powerful, organically-produced electrical charge. Though Rutans in other forms can use ranged weapons of all types, they find this method more satisfying.

Around the turn of Earth's 19th Century, the Rutans perfected a shapeshifting technique similar to that used by Gallifreyans. Rutans, however, can *control* the process, and seem to be able to use it virtually at will. A Rutan cannot *create* a new form, it can only steal the shape of a creature that it has killed. In order to complete the process, the Rutan must complete a biopsy of the being it intends to imitate. This shapeshifting ability makes the Rutan a cunning and dangerous foe.

MANNER

As members of the Collectivity, Rutans have almost no concept of individuality. They always speak in the plural, and their high-pitched, shrill voices are almost as frightening as their appearance. They never fear death, as the end of a single Rutan is merely an insignificant lessening of the vast Rutan race.

Rutans feel an unchangeable hatred toward every other race. Their belief in the absolute superiority of the Rutan Collectivity is rooted in their 'Philosophy of the Real.' According to this philosophy, all forms and shapes are simply different manifestations of an the Ultimate Reality – the perfect form. Because Rutans can adopt any form they choose, they believe that their original shape must represent that Ultimate Reality. This sure and certain belief in their own perfection is used by the Rutans to justify any atrocity they commit.



SONTARANS

"Ah, the Sontarans. Rather a brutish bunch, and dreadfully boring to talk to. It's always 'do this' and 'obey me or die' that... Quite impolite, actually."

The Doctor

HISTORY

Shortly after the end of the 14th century B.C. (Earth Time), a race then known as the Anar developed a primitive hyperspace drive. While exploring the star systems surrounding their home world, the Anar found themselves at war with another expanding race, the Isari. After several embarrassing defeats, the Anar awarded all authority to a wartime Dictator, General Sontaris. Sontaris led the Anarian armies and space fleets to complete victory, and the Isari were all hunted down and killed in a half-century-long genocidal war. Then, with the war over, Sontaris refused to step down as Dictator.



Over the course of the next thousand years, the Sontaran Empire expanded slowly through the neighboring star clusters, crushing all other races in its path. Then, in the 2nd Century B.C., the Sontarans ran into another ruthless and powerful race, the Rutans. As far as can be told, neither side ever considered negotiations. War broke out immediately and has raged across a large part of the Galaxy for thousands of years.

In that time, the Sontarans have seriously threatened the security of both Gallifrey and Temporal Nexus Point *Earth*. Around 800 A.D. (Earth Time), a Sontaran Army Space Corps scout named Linx crash-landed on Earth while probing for Rutan naval activity in the Solar System. After ingratiating himself with a local robber-baron, Linx used a primitive time-space drive, the Osmic Transporter Beam, to kidnap Earth scientists from the 20th century to aid in repairing his damaged spaceship. He also believed that he could distort Earth's future history by speeding up its development of military technology. In fact, Linx hoped that the humans would use their advanced weapons to destroy themselves in war, leaving the way clear for an eventual Sontaran occupation force. Though his plans were foiled by The Doctor, the Solar System remained a target for Sontaran aggression.

Around 4300 A.D., the Earth was temporarily abandoned during a period of huge solar flares. While visiting the planet, The Doctor discovered Styre, a Sontaran officer, conducting elaborate experiments on human prisoners in an effort to determine potential resistance to a direct Sontaran invasion. Once again, The Doctor managed to intervene and defeat the Sontaran plot.



Instead, Sontaris used newly developed bioengineering techniques to clone himself millions of times over at lightning speed. His new shock troops systematically annihilated the non-clone Anarian population. With only his own, male clones remaining, Sontaris declared himself Emperor, renamed the old Anar home world Sontara, and proclaimed the beginning of a new race – the Sontarans.

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THE
**DOCTOR
WHO**
ROLE PLAYING GAME



More recently, a Sontaran invasion force managed to obtain a foothold on our own home world. Using the race known as Vardans as a front, they occupied The Capital itself. Naturally, the Sontarans were only permitted to land on Gallifrey as part of an elaborate military plot. The Doctor (the Lord President) promptly destroyed them using a Demat Gun; he has called this last statement a 'bald-faced distortion,' using a human phrase the precise derivation and definition of which remains unclear.

In any event, the limited Sontaran ability to travel in time, and their evident desire to rule the Universe, make them a constant threat to our Reality. It is important to note, though, that the Sontarans have made no significant scientific or technological progress in their entire thirty-thousand year history. Many Gallifreyan scientists have argued that their very nature as a clone race precludes further intellectual development.

PHYSICAL CHARACTERISTICS

The Sontarans are a two-armed, two-legged clone race from a high-gravity world. Every Sontaran is approximately 1.75 meters tall – squat, and immensely strong. Their small red eyes glare evilly from massive, green-brown, dome-shaped heads, and wide, lipless slits pass as mouths. Each three-fingered hand contains two thick digits and an opposable thumb. Indeed, Sontarans look much like the hideous goblins or trolls so common in ancient Earth

legends. Fortunately, most Sontarans wear heavily-armored helmets that conceal their repulsive features.

There are *no* female Sontarans. As a clone race, every Sontaran should be identical to every other Sontaran. However, genetic alterations have been introduced to 'further the purposes of the Sontaran State.' Specifically, enlisted personnel have been altered to reduce their intelligence, drive, and ambition. In fact, all Sontaran clones are altered to keep their mental capabilities below those of the Emperor. The Emperor alone is an exact duplicate of the technically-immortal General Sontaris.

Over the millennia, Sontaran bioengineering techniques have been refined to the point that it is possible, given adequate resources, for them to breed at the incredible rate of a million clones per minute. If they relied on normal nutrients for sustenance, it seems likely that the Sontarans would long since have bred themselves into starvation. Sontarans, however, are able to feed on the life energy of other species, a process that eventually kills the unfortunate contributor. Members of the

Sontaran Army Space Corps undergo surgery that enables them to operate as cyborgs, living off the energy produced by their ships. This surgery does add a vulnerable point to the Sontaran anatomy – a probic vent on the back of the neck. A sharp blow to this probic vent can knock a Sontaran unconscious.

MANNER

In a sense, the Sontarans are the ultimate militarists. As clones of a brilliant, unprincipled, and thoroughly vicious warlord, they are happiest when busily slaughtering enemies – though innocent passersby will suffice if no one more challenging is available. In many ways, their endless war with the Rutans provides them with a reason for living, and some Time Lords have openly speculated that the Sontarans enjoy their conflict so much that they have avoided total victory. Sontarans, naturally, deny this.

There can be no doubt, however, that Sontarans are unpleasant company. They are rude, arrogant, and violent. Sontarans rarely smile, and then only at the death agonies of an enemy. They do not think of their vulnerable probic vent as a weakness, arguing that it forces them to face their foes. Although this is a rationalization, it does serve as an indicator of the Sontaran mentality. Sontarans usually make their contempt for other races plain, though they are able to hide it long enough to make use of any would-be collaborators in a subject population.



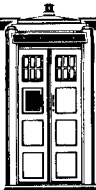
Earth – Nexus Of Struggle

Earth is listed in The Time Traveler's Guide as a Class I Temporal Nexus. Temporal Nexus Point *Earth* and the human race play a vital role in the history of the Galaxy, and, in accord with the Fourth Law of Time, any significant change in that role could imperil the existence of our Reality. As a result, Earth must be monitored constantly to ensure that its history is preserved intact. Unfortunately, a number of hostile races have an interest in Earth and in the human race.

For example, the Daleks have repeatedly attempted to conquer or destroy the Earth. The Daleks prized human slaves for their manipulative abilities and, later, they regarded the Earth Empire and its successor state, the Federation, as a threat to their plans for universal domination. With their development of limited time travel, the Daleks became an even greater threat to the Earth and its inhabitants. Even worse, the importance they attach to the Earth has attracted the attention of their bitter enemies, the Movellans – a ruthless robot race.

In addition, the Solar System occupies a strategic position directly between the Sontaran Empire and the Rutan Collectivity. Naturally, both sides have periodically attempted to conquer the Earth, though most of their invasion attempts are confined to periods before humans developed a highly technical civilization. Both the Earth Empire and the Federation proved strong enough to push the Sontarans and the Rutans out of the immediate stellar neighborhood.

For these reasons, it is important that Apprentice Time Lords acquaint themselves with the planet, its people, and its history.



EARTH, GENERAL DESCRIPTION

"The Earth? A small planet...quite charming, really."

The Doctor

Earth is the third planet orbiting Sol, a small star near the edge of a small spiral Galaxy. In contrast to Gallifrey's arid, mountainous surface, three-quarters of the Earth is covered by oceans, and Time Lords who have never been off-planet before will be surprised by the Earth's wide variety of plant and animal life.

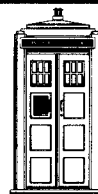
Despite regions of arctic cold, bone-dry desert, and dank jungle, the planet's climate is best characterized as temperate, a condition that we artificially maintain inside our city domes. As a result, large parts of the globe are suitable for human habitation. In fact, throughout Earth's history, great numbers of its people have lived *outside* or in crude, individual shelters.

Apprentice Time Lords are cautioned to avoid showing their disgust at this primitive practice, and are reminded that it is commonplace throughout much of the universe. Some Gallifreyans have even found such a lifestyle refreshing and invigorating, at least for short periods of time. Indeed, some, the Shobogans, have abandoned technology completely and now live in savagery in the harsh environment of Gallifrey itself.

Secondary Reference: *Fly-Fishing And Temporal Harmony*; by The Doctor, (first and only guest lecture at the Prydonian Academy).

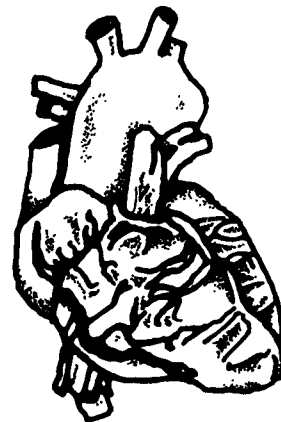
Although humans began building cities early in their history, Time Lords will find few similarities between human urban complexes and Gallifreyan city domes. Earth cities are nothing more than sprawling, noisy conglomerations of individual structures. During some stages of human history, city thoroughfares are crowded with loud, dirty, and *dangerous* transport vehicles, contrivances that are completely unnecessary in our own well-ordered society. (For another view, see Bessie, The Whomobile, And I, by The Doctor.) In general, humans in these urban areas live in a frantic rush completely alien to anyone accustomed to the quiet, deliberate pace of life inside a city on Gallifrey. Time Lords visiting Earth may find life in a small village or university town more tolerable.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



HUMANS, BIOLOGICAL DATA

At first glance, humans and Gallifreyans look much the same, a resemblance that makes it possible for us to operate in comparative secrecy on Earth. There are, however, several important physiological differences. First, humans have only one heart, not two.



Second, their body temperature is substantially higher than ours: 98°F, instead of 60°F. In addition, they lack our bypass respiratory system. The mild telepathic abilities seen in some Time Lords are much rarer among humans. Most importantly, humans are a short-lived race. The Gallifreyan ability to naturally regenerate twelve times gives us a lifespan of up to 12,000 years, but humans generally live less than a single century. Some Gallifreyan scientists have argued that their relatively short lifespans and higher body temperatures are largely responsible for the excitable temperament displayed by most humans.

Secondary Reference: This was referred to as the 'Poppycock Theory' by The Doctor, (first and only guest lecture at the Prydonian Academy).

Time Lords visiting human interstellar colonies will notice that the human race can adapt itself, over time, to new environments. The most common adaptations involve body mass, skin coloration, or height, but the colonists retain basic human physiological traits. Gallifreyan scientists remain puzzled, however, by the vast numbers of other races that share human appearance and much of human physiology without any apparent connection to Earth. No existing scientific theory satisfactorily explains this phenomenon.



HUMANS, HISTORICAL DATA

This APC Net data entry contains only a general discussion of human history and human progress. Time Lords interested in data on specific personalities or historical events must enter a narrower search program.

Even a cursory examination of its history will reveal the astonishing pace of human progress and expansion. Though still on a primitive level, human scientific and technological progress has been explosive, if erratic.

For example, according to our best estimates, it took our ancestors more than 500,000 years to move from the earliest stage of civilization to the development of faster-than-light space travel. In contrast, humans made the leap from ice-cold caves to interstellar empire in less than twenty millenia. Unlike Gallifreyan civilization, however, human cultures have shown themselves ever-changing and highly unstable. Periods of rapid advance have often been followed by a collapse into unlettered barbarism. Under our Lord Presidents, Inner Council, and Lord Cardinals, Time Lord culture exhibits a permanence and coherence that stands in marked contrast to those of the Earth.

Secondary Reference: *Stiffness On Gallifrey: The Price of Stability*; by The Doctor, [undelivered lecture to the Arcalian Academy].

The broad outline of human history is clear, and should be familiar to Time Lords who have studied the ancient history of our own planet. As they moved from small hunter-gatherer tribes to villages, city-states, and national states, humans continually increased their consumption of natural resources. By the time they established a unified government on Earth, the enormous raw materials needs of their scientific-technological civilization left interstellar expansion as the only realistic option. Within a few, short centuries, human colonies were scattered throughout the Galaxy.

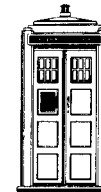
Unlike Gallifrey, Earth has been unwilling and *unable* to adopt a policy of non-interference with other cultures and races. As a result, conflicts involving humans and other species are commonplace throughout history. The



Transduction Barrier shielding Gallifrey and the energy produced by the black hole housed beneath our seat of government, the Panopticon, enable us to remain isolated from these petty conflicts over space and natural resources.

Although Apprentice Time Lords will find much of human history filled with viciousness and cruelty, it would be wise to remember that Gallifrey itself has its own sad tales. For instance, those horrified by some humans' delight in watching staged combats – Roman gladiatorial games, rugby matches, and the Gravball contests of the later Earth Empire – would do well to study Gallifrey's Games of Death. Before the Games were ended by Rassilon, our ancestors used their Time Scoop to seize beings from throughout the Universe. They brought their captives to the Death Zone, an arena surrounded by an impenetrable force field, and forced them to engage in hand-to-hand combat, with freedom as the prize awarded to the survivors. Clearly, humans, Daleks, and Cybermen have no monopoly on cruelty.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



HUMANS, CHARACTER

"Peculiar people, humans. Some scream quite a lot, and others just want to go out and 'thump something'."

The Doctor

On the whole, humans can best be characterized as *unpredictable*. Some on Gallifrey have summarized humanity as 'the greatest force for good or evil in the Universe.' They defend this assertion by pointing to the swift pace of human scientific and technological advancement, to the willingness of some humans to risk their lives for others, and to the willingness of still others to betray their own race and destroy whole planets for power and glory.

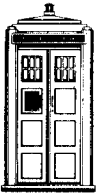
Time Lords will notice that humans lack the civilized ability to remain emotionally detached from a situation or event. Humans tend to become *involved*. In their concern for individuals, they often forget about or ignore more important questions and issues – things like the Laws of Time or Historical Necessity. (According to The Doctor, humans use slang terms like 'the big picture' or 'the whole ball of wax' to refer to important issues like these. Clearly, they do not take these matters as seriously as they should.)

Although this characteristic can be disconcerting, it can prove useful from time to time, and some Time Lords rely on human companions and assistants. An equal number have found them impossible to avoid. Gallifreyans visiting Earth have discovered that insatiably curious humans often manage to find their way into TARDIS – no matter what disguise is adopted by the chameleon circuit.

Secondary Reference: *Stowaways and the Soft Spot in My TARDIS' Heart*; by The Doctor, [unpublished monograph].

Finally, Time Lords dealing with Humans for the first time should remember that they have difficulty controlling their emotions. Their emotional displays may make Gallifreyans uncomfortable, and they should be encouraged to practice more rational behavior. (The Doctor, for unknown reasons, refers to this as the 'Stiff Upper Lip' Doctrine.)





TIME LINE OF EARTH HISTORY

This time line gives a history of Temporal Nexus Point *Earth* as it has been affected by The Doctor and various temporal marauders.

400,000,000 BC

Scaroth's spaceship explodes, creating life on Earth.

200,000,000 BC

Silurians and Sea Devils share Earth with dinosaurs. The Silurians are eventually driven into hibernation by the appearance of the Moon.

140,000,000 BC

The Master attempts to set up a human slave labor force that would allow him to acquire the Xeriphan consciousness. He drags two Concorde's from 1983 to this time, but his plan is narrowly defeated by The Doctor, who returns one of the planes to its correct time.

100,000,000 BC

Eldrad's hand arrives on Earth and becomes fossilized.

65,000,000 BC

The antimatter containment vessel of an interstellar freighter explodes when the freighter entered Earth's atmosphere, causing the dinosaurs to become extinct.

50,000,000 BC

Two Krynoid pods land in the Antarctic and bury themselves in the permafrost.

12,000,000 BC

The Fendahl come to Earth. Its skull will influence Mankind's evolution.

1,000,000 BC

An Ice Warrior exploration spacecraft is frozen, complete with its crew, and will remain so till 3000 AD.

500,000 BC

Ian Chesterton gives the secret of fire to a tribe of cavemen.

100,000 BC

The Daemons find Earth. Primitive cavemen paintings indicate their awesome presence.

50,000 BC

A Zygon spacecraft lands in Loch Ness, where the Zygons will remain hidden until the 1980s.

10,000 BC

Atlantis sinks beneath the sea.

5000 BC

The Osirians defeat and imprison Sutekh in Egypt.

2500 BC

The Doctor and the Daleks fight near the Great Pyramid.

2000 BC

Cessair of Diplos, an escaped interplanetary criminal, lands on Earth and impersonates a Druidic goddess.

1200 BC

The Doctor takes part in the Trojan War, causing the fall of Troy.

64 AD

The Doctor inspires Nero to burn Rome.

100 AD

A Roman legion is kidnapped by the War Lords.

800 AD

Linx, a Sontaran warrior, crashes in England. He starts kidnapping scientists from the future to aid in his escape from Earth. The Doctor and Sarah Jane Smith go back and destroy him.

1066 AD

The Doctor meets the Meddling Monk near Hastings and insures the defeat of King Harold.

1190 AD

The Doctor helps King Richard's crusade.

1200 AD

The Doctor visits the Aztecs.

1215 AD

The Master plans to change Earth's history by placing an imposter of King John in the same time, thereby ruining his image. This plan is foiled by The Doctor.

1300 AD

The Doctor meets Marco Polo in China and almost loses the TARDIS in a backgammon game with Kublai Khan.

1400 AD

The Doctor spends time in Tibet, where he meets the Lama Padmasambhava.

1492 AD

The Dukedom of San Martino is invaded by the Mandragora Helix, then saved by The Doctor, who has inadvertently caused the invasion.

1501 AD

Leonardo da Vinci is forced to paint more than one Mona Lisa to meet Scaroth's financial needs in the 20th century.

1572 AD

The Doctor and Steven Taylor observe the St. Bartholomew's Day Massacre in France.

1643 AD

The Malus, a creature that feeds on fear and anger, arrives on Earth from the planet Raga. It intensifies a battle between the Roundheads and the Royalists during the English Civil War. After the battle ended, the Malus, deprived of sustenance, becomes dormant.

1650 AD

The Doctor meets smugglers in Cornwall.

1666 AD

The Great Plague is in full sweep, caused by invading Terileptils. The Doctor manages to stop the mutated disease but fails to stop a fire that becomes the Great Fire of London.

1746 AD

The Doctor is at Culloden.

1792 AD

The Doctor is involved in the French Revolution.

1862 AD

A U.S. Civil War army is kidnapped by the War Lords.

1866 AD

The Daleks capture Professor Waterfield in an attempt to draw The Doctor from the 20th century.

1872 AD

The Doctor and the Daleks are responsible for the disappearance of the crew of the *Marie-Celeste*.

1881 AD

The Doctor is at the OK Corral.

1889 AD

In London, The Doctor and Leela confront and defeat a 49th-century criminal who is posing as a Chinese god.

1906 AD

A crew of sailors are shanghaied from England by the Eternals.

1909 AD

The Doctor and Leela repel a Rutan invasion on the island of Fang Rock.

1911 AD

The Doctor and Sarah Jane Smith defeat Sutekh.

1915 AD

The War Lords kidnap an entire World War I battlefield. All living combatants are returned to their own times by the Time Lords.

1925 AD

The Doctor, Adric, Nyssa, and Tegan visit an annual English cricket match and costume ball, only to be embroiled in murder.

1926 AD

A ship enroute to India is captured by Vorg's Scope.

1935 AD

The Doctor, with Jamie McCrimmon and Victoria Waterfield, return to Tibet to discover that his old friend Padmasambhava has been taken over by the Great Intelligence. The Great Intelligence and the Yeti, which have been animated by the Great Intelligence, are defeated.

1963 AD

Susan is enrolled in the Coal Hill School, where Ian Chesterton and Barbara Wright become interested in her anachronistic knowledge and investigate becoming Companions of The Doctor.



ROLE PLAYING GAME

1964 AD

A miniaturized Doctor stops Foster from manufacturing DN6, a dangerous insecticide that could have destroyed Earth.

1965 AD

The Doctor visits the Empire State Building very briefly. Ian Chesterton and Barbara Wright return to London using a Dalek time machine.

1966 AD

The Doctor defeats Wotan and the Chameleons.

1972 - 1975 AD

The Doctor prevents Professor Zaroff from blowing up the Earth. He saves a refinery from weed creatures.

1975 AD

The Second Yeti invasion, The Doctor's first meeting with Lethbridge-Stewart, and the first Cybermen attacks on Earth occur.

1979 AD

Lethbridge-Stewart, convinced that the Earth was endangered from extraterrestrials, petitions Great Britain's leaders to arrange a multi-national military force to investigate and deter aliens on Earth.

1980 AD

After heavy debate in the U.N., Great Britain's request for a multi-national force was approved, and the United Nations Intelligence Taskforce (UNIT) was created. Brigadier Lethbridge-Stewart was appointed head of the British branch.

1983 AD

A Concorde, on a routine flight from New York to London is sucked into a time contour. The Doctor follows in a second Concorde that also is swept into the past. The Doctor manages to save the passengers and crew of both aircraft, but only returns one to this time.

1984 AD

The Malus is revived by Sir George Hutchinson's re-enactments of the English Civil War.

1987 AD

The first Mars probe and the first manned rocket to Jupiter are successful.

1990 - 2000 AD

Permanent space stations are developed, along with Transmat and weather control technology. Cybermen attack the Wheel in Space. The first Moon base is established.

2000 AD

The Ice Warriors invade the Moon Base. Colonization of the Solar System begins. The Transmat is phased out, and rocket travel makes a comeback.

2030 AD

The Doctor foils would-be world dictator Salamander.

2050 AD

Earth's first contacts with other stellar systems spark the first interstellar expeditions.

2070 AD

The new Moon Base is attacked by Cybermen. Gravity control is developed.

2084 AD

Earth's two major power blocs are poised on the brink of nuclear annihilation. The final Silurian triad revives a combat unit of Sea Devils, hoping to finally destroy the 'ape primitives' (humans) by causing a war that will end all human life on Earth. The Doctor is reluctantly forced to destroy all the Silurians and Sea Devils to save Earth.

2164 AD

Daleks invade and control Earth. After they are defeated, the human colonies aid in rebuilding Earth.

2200 AD

The depletion of natural resources on Earth, previously drained by the Daleks, force humankind to accept the economic domination of the Company, the Usurians' tool of conquest. Humankind is forced to move to Mars, and then to Pluto. First colonization outside the Solar System is attempted.

2300 AD

The Company falls, and Humanity returns to Earth. Human colonies continue to expand outside the Solar system.

2400 AD

The galactic Cyberwars begin. Humankind uses Voga's enormous gold resources, destroying the Cyberman Empire. The Earth Empire begins.

2450 AD

An expedition to Telos finds the Tombs of the Cybermen. The Earth Empire grows and develops.

2500 AD

The Earth Empire is near war with the Draconians. A new Dalek invasion of the galaxy is narrowly averted.

2526 AD

Cybermen attempt to set off a bomb powerful enough to split Earth apart, hoping to destroy the leaders of the Galactic Congress (who were planning to band together to destroy the Cybermen). The attempt is foiled by The Doctor and Adric, who loses his life.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

2600 AD

The colonial expansion of Earth leads to conflict with other races: the Macra, the Wirrn, the Sensorites, and others. This also is the age of the Space Pirates.

2800 AD

An interstellar plague is the tool of blackmail used by the Daleks against humankind. An Earth expedition finds an antidote on Exxilon.

2900 AD

Space Station Nerva is built. Near Voga, the last of the Cybermen are destroyed. Multi-planetary corporations begin to develop their influence outside the Solar System.

3000 AD

Earth is threatened by a new Ice Age, which is averted by The Doctor, despite intervention from a lost expedition of Ice Warriors.

3100 AD

The Earth Empire begins to crumble, planets wanting their independence. The Solos crisis is a catalyst for the change.

3200 AD

The Federation has its beginnings.

3500 AD

Peladon joins the Federation.

3550 AD

The Federation is attacked by Galaxy 5, which also tries to gain control of Peladon's Trisilicate mines.

3700 AD

The Federation, and Earth, grow in influence.

4000 AD

Joining forces with Galaxy 5 and other dissatisfied races, the Daleks attack Earth, which has grown in dominance in the Federation. The destruction of the planet Kembel and the Time Destructor foils the Daleks' master plan for conquest of Earth.

4500 AD

During the war between the Daleks and the Movellans, Davros is imprisoned by the Federation.

5000 AD

Titan base is attacked by the Nucleus. A new Ice Age comes about on Earth. This is the time of the Icelandic Alliance and the Zigma Experiment, a flawed attempt at time travel devised by Magnus Greel.

5200 AD

Space Station Nerva is turned into an ark to help humanity escape solar flares. During the hibernation, the Ark is invaded by the Wirrn.

12,590 AD

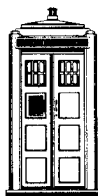
The Doctor defeats the Wirrn invaders and then defeats a Sontaran expedition to the uninhabited Earth. Earth is then reclaimed by the Nervian survivors with some help from human colonies.

30,500 AD

On the planet Frontios, one of the last surviving human colonies is in danger of becoming extinct, but The Doctor secretly insured that humanity would survive.

The TARDIS Operator's Manual

These notes include excerpts from the standard 72-volume work on TARDIS operation and mechanics; additions from CIA internal publications are included where field experience has provided new or conflicting information. This abbreviated work is not meant to supplant more formal training. Instead, it is meant to be a ready reference; for this reason, most exact technical data, usually given in sixth-dimensional mathematical symbology, has been omitted.



GENERAL DESCRIPTION

Describing a TARDIS (an acronym for Time And Relative Dimensions In Space) adequately in three-dimensional terms is impossible, because most of its physical existence is outside the three-dimensional plane altogether. A TARDIS is constructed, not of matter in its usual sense, but of a matrix of block transfer computations that warps reality into a form which can contain the incredible forces that power the device on its trips through time and space.

Into this mathematical framework are installed the power systems that tap into the vast power of the Eye Of Harmony, transcending the fabric of reality itself. Part of this tapped power drives the TARDIS unit's *time rotor*, the crystalline column that contains the instruments controlling the TARDIS.

The physical form of the TARDIS exterior is variable, as is the internal structure. There are a number of different models available, with the capabilities of each somewhat different. Models are numbered sequentially, with later models having higher numbers. One Model 40 has received some notoriety because of its use by The Doctor, but the more recent 70 Series has outmoded it.

TARDIS Units Of The CIA

TARDIS units used by CIA agents normally are obtained from Gallifreyan repair centers in clandestine fashion. Many of these units are somewhat unreliable, and nearly all have been modified by their operators.

Although the CIA is not recognized by the Gallifreyan Inner Council, our 'borrowed' TARDIS units are rarely searched. Nor are they returned to Gallifrey, though most still have operational recall circuits, such circuits being almost impossible to remove without incapacitating the TARDIS.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

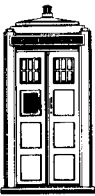
The Council's reasoning is obvious: they are quite aware that the Time Lord non-interference regulations are unrealistic in the face of such powerful and dangerous groups as the Daleks, the Cybermen, and the Sontaran Empire, not to mention renegades among the Time Lords themselves, such as the infamous criminal known as The Master.

Faced with a choice between giving up their high-minded principles and allowing the universe to be torn apart by those with less restraint, the Inner Council, as usual, chooses the expedient and face-saving course of allowing outdated and damaged TARDIS machines to disappear on occasion and denying responsibility for their use. For this reason, CIA agents (and the somewhat unstable but occasionally useful independent known as The Doctor) make do with shaky TARDIS machines removed from conveniently-unguarded repair depots.



In contrast, The Master has access to the latest in TARDIS designs, occasionally even managing to acquire a new one. Naturally, The Master is less selective about bribery, trickery, murder, and other treachery, and is thus able to obtain what he wants when he wants it. The Council merely wrings its hands and disdains any official involvement with attempts to keep Time protected from such threats. Handicapped by the Council's short-sightedness, the CIA continues its work with the equipment available.





FORM

In the words of one Time Lord, "the physical form of a TARDIS is largely a matter of opinion." This description is not quite accurate, though it is true that the exterior appearance and interior arrangement of a properly-operating TARDIS is subject to the whims of the operator. The limitations of this variability of form are the subject of this section.

TRANSCENDENTAL DIMENSIONALITY

A TARDIS is dimensionally transcendental, larger on the inside than the outside. Actually, the very earliest TARDIS models (prior to Model 10) were

exercised in this regard. For this reason, it is not possible to see the interior of a TARDIS through the real-world interface.

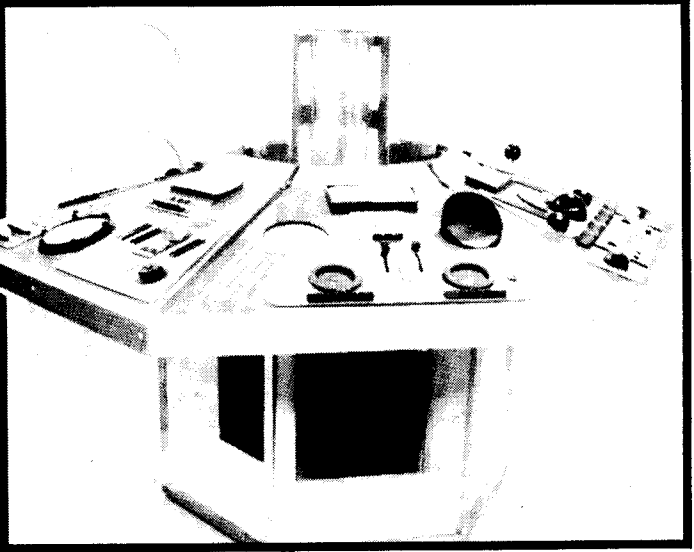
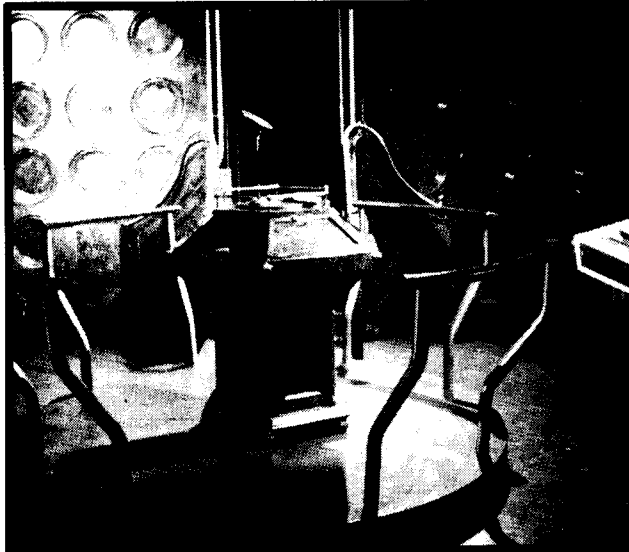
ARCHITECTURAL CONFIGURATION SYSTEM

Because the inside of the TARDIS is a mathematical construct, its arrangement can be changed at any time by altering the computations that form its structure. The TARDIS Architectural Configuration System is designed to control only the connections between TARDIS rooms, and not the structure of those rooms themselves. Most TARDIS models have hundreds of rooms, which the operator may arrange and decorate as desired.

In explaining this to temporal companions, ask them to consider the rooms within the TARDIS as building blocks. Like the blocks children play with, each building block of a TARDIS can be of any size, shape, or design. Like the whole set of children's building

Some operators prefer a straightforward arrangement of rooms, stairways, and corridors that can be mapped with a traditional two-dimensional floor plan. Others prefer to arrange the rooms of a TARDIS to suit individual whim. In any case, the arrangement can be altered at any time to suit varying purposes and desires. The Architectural Configuration System also can remove rooms completely from the TARDIS interior, dropping them off into the void between dimensions; any room so removed is lost forever, with its contents.

The Architectural Configuration System controls are located on the main control console. Their use is quite complex, requiring much training before mastery is achieved. It is a dangerous practice to use the system except when the TARDIS is at rest with respect to time/space; for this reason, the system is locked out during space/time jumps. A manual override allows its use



constructed so that they had the same apparent size inside and out, but it was soon realized that there was no need for the TARDIS mathematical construct to obey normal physical laws.

Outside, the TARDIS maintains a real-world interface that is at the minimum size and shape of a small closet, just to keep it anchored to the physical universe. The dimensions seen from outside have nothing to do with the size of the interior, which may be of any size at all. In most cases, the room just inside the TARDIS door, usually the control room, is much larger than the whole TARDIS appears on the outside.

This simple mathematical principle seems to be most disturbing to those used only to three spatial dimensions. Operatives have found that passengers from more primitive time/space localities are easily disoriented when first entering a TARDIS. Great care must be

blocks, the TARDIS building blocks can be arranged in any way desired. The shape and size of any particular block is unimportant when considering how they are arranged.

Using the Architectural Configuration System, it is possible to set up a TARDIS so that any room connects to any other room. The doorways are merely the entry points, and they may be fixed into any configuration desired. Two different rooms can connect to the same doorway. A doorway can be set to lead to itself, so that someone using it to exit a room would find himself reentering the room through the same door.

while the TARDIS is in motion, but any mistakes in reforming the computations could have potentially disastrous effects, and so such manipulations while in motion are best only attempted in emergency.

REST WEIGHT, FORM, AND INERTIA

The interior space of the TARDIS, and its contents, do not normally affect the weight or mobility of the TARDIS when it is at rest. The true weight of a TARDIS under a 1G field is normally about 100,000 kg. This is variable, however, and the apparent weight (called the 'sensible weight') of the real-world interface can be even less than that for a normal object of the TARDIS unit's exterior dimensions. Like the TARDIS unit's internal size and shape, its true weight can be manipulated mathematically, being shifted to any part the operator desires.



The TARDIS acts automatically to adjust its sensible weight so that its real-world interface can be supported safely by whatever it rests upon when it materializes. This sensible weight can then be manually altered from the main control console. The inertia of the real-world interface, that is, its tendency to remain in one place, or be hard or easy to move around, is automatically adjusted to correspond to the TARDIS unit's sensible weight.

When travelling through time/space, the TARDIS has no sensible weight, but it still has its true mass (about ten metric tons) and inertia based on that mass, which means that it would require massive thrust to move.

CHAMELEON CIRCUIT

The unaltered exterior appearance of a TARDIS unit's real-world interface is quite plain. In early TARDIS models (Models 15 through 52), this is a metallic grey rectangular box about 200 centimeters tall by 120 centimeters square. Later-model TARDIS units appear as a white, dome-topped cylinder of about the same dimensions.

The Chameleon Circuit, however, can allow the TARDIS to record the shape and appearance of any object of similar size. This stored recording can then be used to make the TARDIS appear just like the selected object. When disguised, the exterior of a TARDIS will appear to be identical in materials and appearance to the object being imitated. The Chameleon Circuit can alter exterior size, and the dimensions of the TARDIS real-world interface can be made larger or smaller by about 50 percent. The altered appearance may have an obvious door or entryway, or the entryway may be concealed.

The true nature of a disguised TARDIS can be determined with advanced technology, which may be available to any culture that has experimented with time or interdimensional travel. Of course, this is only possible if the presence of a disguised TARDIS is suspected in the first place. If the door of the TARDIS is concealed, it may be detected only by the vibrations of the appropriate TARDIS key when near the keyhole or sensor plate.

The Chameleon Circuit, incorporated in all TARDIS units since Model 30, has proved quite valuable in avoiding problems with the natives of local time/space areas. Early versions of this system, however, were not always reliable, tending to become fixed in one shape or another, as The Doctor's Model 40 has, in the shape of a London police call box. Correction of this problem was complex, requiring the operator to shake the matrix loose by measuring the original object (or one exactly like it) and using these figures in a complex mathematical formula involving block transfer computations.

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TARDIS models after the introduction of the Model 65 do not have this problem.

Some successful TARDIS disguises have been a grandfather clock, a fireplace, a packing crate, a small tree trunk, a telephone booth, a closet, a large piece of sculpture, a stone column, and a London police box.

The chameleon circuits of later-model TARDIS units (Model 58 and later) will scan the surrounding terrain when materializing. The circuit will then automatically search the stored recordings and pick the least obtrusive disguise available, and shift the TARDIS to that shape even as it materializes.

TEMPORAL INVULNERABILITY

Even when a TARDIS is materialized, it is not really present in one time or place. Only the real-world interface touches normal reality. This visible portion of a TARDIS is only a connection between the multi-dimensional mathematical reality of the TARDIS and the three-dimensional so-called 'real world'. It is not a normal physical object, and it looks like one only because the senses of a three-dimensional being are not equipped to perceive anything outside those dimensions.

Because the TARDIS is not a normal physical object, it cannot be harmed by normal physical objects. No normal object within one time period can harm something that does not exist in normal time at all. This effect is known as *temporal invulnerability*.

Thus, a TARDIS disguised as a tree cannot be cut down, burned, or otherwise affected physically. (One cannot even carve one's initials in the bark!) One disguised as a boulder cannot be injured by normal explosives. Objects and passengers inside will not be affected by such normal physical attacks on the outside of the TARDIS.

Normal energy discharges (electrical arcs, lasers, intense heat, etc.) are likewise ineffective against the TARDIS exterior. Normal physical objects can be attached to the TARDIS exterior; signs can be pasted on it, not tacked, and objects set on it or glued to it, but nothing can penetrate the surface.

It is possible for physical manifestations that are accompanied by time/space disturbances to penetrate this temporal invulnerability, however. Certain massive energy discharges or

weapons designed to operate interdimensionally may affect the TARDIS. Even these will not affect the three-dimensional projection of the real world interface, but damaging force may be transmitted to the real TARDIS, which lies in a pocket of time/space.

THE TARDIS KEY

The real-world interface of a TARDIS is sealed against unauthorized entry by a TARDIS key. Some TARDIS keys (for units older than the Model 53) are key-shaped, and work when inserted into a visible or invisible keyhole on the exterior of the TARDIS. Newer TARDIS keys are small devices which need only be touched to a sensor plate on the TARDIS exterior to activate the entryway. These devices may take almost any shape, from small black boxes or rods to pieces of jewelry like rings or medallions.

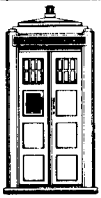
Duplicate TARDIS keys are kept on Gallifrey and issued with each unit. Also, duplicates may be constructed with on-board equipment if an original is available.

If a TARDIS is disguised with the Chameleon Circuit, the keyhole or sensor plate may or may not be visible. The TARDIS key, however, will vibrate slightly if held within a few centimeters of the keyhole/sensor plate, making it possible to find the entryway of even a disguised TARDIS.

MODEL AND TYPE VARIATIONS

As new models of the original TARDIS design are created, they are numbered consecutively. The first SIDRAT units (the more primitive precursor to the TARDIS) are not part of the numbering sequence. The most current TARDIS models are numbered in the late 70s. Anything older than a model 50 has been officially retired from service, but a number are still unaccounted for, due to the operations of the Celestial Intervention Agency and certain other Time Lords whose authorization to possess these units is questionable.

Generally speaking, TARDIS units with higher model numbers will have more modern equipment that has more features and allows for easier operation and repair. Occasionally, one model or a range of models will have variations of equipment that is later discontinued in favor of better systems, or removed because of chronic reliability problems or operator complaints. Some model numbers are assigned to experimental designs that are never put into actual production or use. These are usually further distinguished by an 'X' after the model number. Minor variations in style or features may not be assigned separate model numbers, but rather be distinguished as 'Type A', 'Type B', and so on. Also, some TARDIS units may be customized or updated by their operators, as authorized by the Gallifreyan High Council, or by executive act of the President.



FUNCTION

TIME/SPACE TRAVEL

A TARDIS travels through time and space via the Temporal Vortex, which lies at the center of all time/space. Actually, the TARDIS is never really located in local time/space at all. Only the real-world interface is in contact with the three-dimensional world. Movement through time is just a matter of withdrawing this contact point (*dematerialization*), moving through the Vortex to another location, and extending this contact again (*rematerialization*).

Travel can be made through either time or space alone, or both at once. When moving through time only, the TARDIS adjusts itself to stay in one place relative to local planetary and stellar motion. Likewise, when moving through space only, automatic adjustments are made to compensate for time differentials between two distant points. It is these automatic adjustments, necessary to TARDIS operation, that are the most critical and most difficult. When they fail to lock in properly (due to damage, interference, or local conditions), a misjump occurs that may take a TARDIS machine far off course.

Even when moving billions of light years through space, the TARDIS never physically moves faster than light (which would violate the laws of physics). In fact, it does not move physically at all. Thus, the passengers are not affected by time dilation or other hazards of high-speed travel. They do not travel through the intervening space, and so do not encounter the purely physical hazards of space.

TARDIS Power Systems

A TARDIS is powered by energy from the Eye Of Harmony, which is broadcast through the Vortex. Most time/space jumps require tapping this power to its fullest, with lesser power demands made while the TARDIS is at rest. During times of decreased power requirements, some of the broadcast power is stored in an auxiliary power system, for emergency use and for operation of some non-critical functions. This auxiliary power can be called upon when broadcast power fails (such as through loss of synchronization with the power signal) or when the power is momentarily inadequate to operate the TARDIS (such as during unusual time/space maneuvers). Controls for both the main power system and the auxiliary power system are located on the TARDIS Master Control Console.

TARDIS Master Control Console

The center for controlling TARDIS functions is the Master Control Console. In most TARDIS models since the Model 20, this is a six-sided console around which the operator can move freely. Though the TARDIS is designed to require only one operator under normal circumstances, this hexagonal design also allows multiple operators to man different stations on the console during critical situations where extra hands may be needed.

In the center of the console is the *time rotor*. The time rotor is a crystalline column that rises and falls rhythmically when the TARDIS is moving through time/space. Each movement of the rotor marks a complete scan of all TARDIS systems by the crystal-matrix control circuitry in the rotor.

Station 1: This station houses the main display for the TARDIS master computer. All library computer functions are called up from this panel and shown on the built-in display screen. It also serves as an auxiliary readout for TARDIS communications, sensors, and repair diagnostic operations. Major reprogramming of TARDIS functions does not occur here.

Station 2: This contains the auxiliary power control. From this location, the use of power can be monitored, and stored power can be diverted to any TARDIS system. Two heavy-duty sliding levers control the main power bus.

Station 3: This is the central computer station, where preprogramming of computer functions occurs. This is the most versatile control system on the TARDIS, allowing instant access to and complete control over all TARDIS functions. Systems can be tied together, programmed to operate independently according to complex instructions, and/or overridden for manual operation from this panel. These controls are not as precise as the specialized ones used for each major subsystem, such as navigation or sensors, but they do allow the cross-connection of all these systems.

Station 4: This is the main navigational station for the TARDIS, containing the complex slide controls for setting time/space destination coordinates, the time and space stabilizing controls for keeping the TARDIS on course despite momentary stresses in the fabric of time, and the readout for pinpointing the location in time/space exactly at any given moment.

Station 5: This houses auxiliary support systems, including all life support controls and visual controls for the scanner viewscreen. The console is dominated by a large central lever that operates the real-world interface, sealing and unsealing the only connection with three-dimensional space.

Station 6: This station controls the external sensors and houses the complex controls for the TARDIS Chameleon Circuit. A five-sided dome on most console models is an indicator that lights when an overriding control signal from Gallifrey takes over TARDIS operation; it may also glow to indicate any external control exerted on a TARDIS.

Access to the wiring of these control circuits is achieved by removing one panel from the supporting column of the free-standing console. An operator may then access the panels from inside.

Time/Space Coordinates

Setting time/space coordinates is not just a matter of adjusting an indicator showing a three-dimensional location in space and a corresponding date, hour, minute, and second. Motion of planets, star systems, and galaxies must be accounted for in the settings, as must local variations in the very shape of space. In addition, compensation must be made for fluctuations in the vortex caused by the bending of space that occurs near any large mass.

A person untrained in N-dimensional mathematics, temporal physics, and time/space theory cannot set the controls for even a short jump and be reasonably assured of success. For this reason, most TARDIS machines do not carry do-it-yourself flight instructions in the library computer banks. There simply is no way to learn to operate a TARDIS. It takes years of training, an inborn gift for mathematics, and a racial psychic sensitivity. A non-Time Lord might learn to perform simple tasks, or activate a pre-programmed flight plan, given time and a lot of practice, but likely he will never become proficient enough to set time/space coordinates unaided.

In addition, a TARDIS user develops a psychic affinity with his/her machine. The semi-sapient core of a TARDIS responds as much to this affinity as to the physical control settings. Incorrect settings will feel wrong to an experienced user, when even a trained observer will see nothing amiss.

Mean Free Path Tracker

The Mean Free Path Tracker is a readout screen that shows a graphic representation of the TARDIS' path through the Vortex. This readout does not show a path through three-dimensional space, since the TARDIS never actually *moves* three-dimensionally. It



rather aids the operator to avoid temporal anomalies and gross variations in time/space structure, and to estimate subjective travel time for a programmed journey.

Travel Time

Though the TARDIS does not move through normal space when it travels, the occupants do experience subjective differences in travel time. In other words, though time does not exist for them in any real sense, it will *seem* that some time does pass during TARDIS travel.

As a general rule, shorter hops through space and time will take less subjective travel time than longer jumps. Even so, there is not necessarily any connection between three-dimensional distance to a target, or amount of displacement in time and the subjective travel time.

The operator, once he has set the controls, will know within about 5% how long the journey will take in subjective time.

No journey ever takes less than about six seconds. Despite all improvements made in the TARDIS over the centuries, dematerialization and rematerialization scans take approximately three seconds each to accomplish.

SAFETY DEVICES

Despite its temporal invulnerability, a TARDIS has a number of systems designed to protect the occupants from danger. Some of these systems offer active shielding against the conditions of time/space or of three-dimensional space when the TARDIS is materialized. Others simply warn occupants about dangerous situations.

Force Fields

TARDIS force fields are multi-dimensional energy screens. Their major function is to automatically shield passengers from the adverse effects of travel through the Vortex. They also function when the TARDIS is materialized to protect the interior from harmful radiation, electrical discharge, heat, cold, sonic weapons, magnetic fields, and other hazards. The force fields are proof against any purely physical force, but may be penetrated by forces strong enough to locally disturb time/space. These fields are turned on automatically anytime the TARDIS materializes, unless they are overridden manually from the TARDIS console.

The force field controls are part of the life support system and are activated from that station. An indicator light shows the status of the force fields at any time.

Cloister Bell

This ultimate warning system, built into every TARDIS since Model 22, sounds only when Gallifreyan monitors detect events that endanger all space and time. The activation signal, sent from the Panopticon only by order of the High Council or the President, is carried on the power transmission wave that travels through the Vortex to every active TARDIS. The warning takes the form of a deep, resonant, bell-like sound that can be heard throughout the TARDIS.

The last time the Cloister Bell sounded was to signal the detection by Gallifreyan sensitives of the imminent disruption of Logopolis and the subsequent possibility of dissolution of the entire known universe. The exact nature of this danger was not known even on Gallifrey, but the bell was sounded when it seemed clear that some great disruption of the timestream was about to occur. Gallifreyan psychic operatives may detect such disruptions somewhat in advance, and the Cloister Bell offers a chance to warn TARDIS operators, who may be in a position to stop the disaster, or at least escape from it.

Hostile Action Defense System

This system (HADS for short) is a passive defense device used on many TARDIS models since first installation on the Model 38. When activated, the TARDIS external sensors are activated in a 360° scan. If they detect the use of force against the TARDIS exterior or any tampering with the TARDIS surface or real-world interface, they activate a pre-programmed semi-random jump. The TARDIS dematerializes and rematerializes within several yards of the original position, out of the immediate area of potential damage or tampering.

If the TARDIS can locate no accessible location of safety, it will remain in a dematerialized state (still present but with the real-world interface withdrawn so it is invisible and immaterial) for up



Also, due to changes in the vortex, planetary and stellar motion, and localized time/space warping, there is no reason to expect that a trip between two known locations will take the same amount of subjective time each time the journey is made. A trip that takes five minutes of subjective time may take ten seconds on the way back, and take two hours the next time the same journey is made. This effect is only predictable from readings taken just before dematerialization, once settings are made.

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to one hour, or until the threat is removed. After this time, it will reappear in the place it left. If threatened again, it will repeat the process.

The HADS system is programmed from the TARDIS navigation console and activated by the TARDIS key, which also deactivates it upon the return of the operator. It can also be switched on while the operator is still inside, if the operator is unable to man the controls while the TARDIS is located in potentially hostile territory.

Internal Weapons Deactivation System

When active, this system prohibits the use of many weapon types inside the TARDIS itself. The field prevents the action of chemical explosives and energy discharges, and it negates the functioning of lasers, blasters, and most types of energy weapons. Open flames are impossible to maintain, thus eliminating even chemical flame-throwers, and explosives will not detonate, not even bullets or firearm cartridges. In addition, slug-throwing devices with chemical explosive or rocket-powered propulsion will not fire.

The system does not function outside the TARDIS, and it provides no protection against purely physical attack with hands or contact weapons. It also provides no barrier to purely mechanical devices such as slings, bows, or other mechanical (as opposed to chemical or radiant energy) methods of delivering a projectile.

Given a Time Lord's knowledge of the system, it is possible to create a weapon that projects deadly energy through spectra the field was not designed to suppress. In fact, there is evidence that the Tissue Compression Eliminator was designed to operate in defiance of the suppression field.

The action of this field has been referred to as "a state of temporal grace" in which violence is not possible. Though this statement is incorrect, its use has been a valuable psychological tool in the hands of some operators who have convinced potential assailants that, because their weapons would not work, violent action of any type was impossible. Actually, it has been demonstrated time and time again that purely physical actions of a violent nature are not affected by time/space travel or anything else. Sadly, the violent nature of rational beings has not quite been wiped out even on Gallifrey.

SECONDARY SYSTEMS

A number of systems built into the TARDIS are secondary to its major function as a mode of time/space travel or to those required for safety/security reasons. Some of these functions are available purely for the comfort and convenience of the passengers. Others perform vital jobs, though they are not connected with navigation through time and space.

Sensors

External sensory devices are extended as part of the real-world interface to provide the occupants of a TARDIS with information about the area around them. These devices operate any time the TARDIS is materialized, providing constant information on atmosphere, local terrain, solar radiation and other energy sources, and so forth.

General sensory readouts always are available on the TARDIS console, with an automatic warning system to tell occupants when exterior conditions are not safe for life forms within the TARDIS. To arrive at more detailed information, to arrive at complex conclusions, or to do specific analyses of materials, the operator may be required to use the TARDIS computers to correlate data received from the sensors. Sensor inputs are also interpreted by an image processor to produce a visual readout that is shown on the TARDIS viewscreen

The TARDIS Computer

Besides its function as the coordination system for all TARDIS functions, the TARDIS central computer contains a vast library of data about its own travels. It also contains data files supplied from the vast libraries of Gallifrey and other cultures. All library files may be accessed by the operator as a valuable reference tool during his travels.

Access to the computer data files is by keywords and codes. Input of a keyword will supply a short summary of the basic knowledge the computer has about that subject. By making the keywords more specific, more specific knowledge can be accessed. Cross-references to other related keyword entries is also provided in some cases.

For instance, inputting the keyword *planet* to the library computer of an almost-new Model 76 TARDIS will cause the system to display a short explanation of what a planet is, and might refer the operator to other entries on *planetary formation*, *geology*, and *orbital mechanics*. Were the operator to add a specific planet's name, like *Earth*, the computer would give a short rundown on the planet's conditions, location, and important life forms; furthermore, this entry might cross-reference to Earth colonies, to events involving Earth that are important to Gallifreyan concerns,

and so forth. Were the operator to further narrow the search to *history*, the readout would show events that affected the flow of Time considerably, or that Time Lords participated in. Even more precise requests are possible. It is unlikely that the specific local history of any planet will be covered in detail, unless this information has been obtained and input by the operator at some time.

Library files may be created, revised, or added to by the TARDIS operator himself or by Gallifreyan programmers upon return to Gallifrey. A TARDIS unit's records are constantly updated on the events in which that particular TARDIS is involved. These records are correlated by Gallifreyan master computers that automatically scan this memory each time a TARDIS returns to Gallifrey.

Secondary TARDIS Control

TARDIS units since Model 25 come equipped with a second control room that can be used if the original cannot be reached or is rendered non-functional. This second control room has a simplified, smaller version of the main TARDIS Control Console, with all stations duplicated in somewhat more coarse form. In emergencies, all TARDIS functions may be controlled from this location, though with some loss of efficiency.

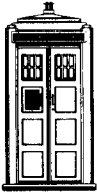
In an emergency, monitor systems on Gallifrey can locate, override the master control console of, and retrieve any standard TARDIS machine, or move it from place to place in time/space by remote control. Some operatives have attempted to disable or remove their remote sensing and recall devices, without success; such attempts have always resulted in disabling the TARDIS main drive as well. No such unit is operating at this time, with the possible exception of one or more units in the hands of The Master.

Viewscreen

The TARDIS viewscreen does not use cameras or windows to obtain images from outside the TARDIS. Neither approach is practical, as the only interface with the three-dimensional world is through the real-world interface. Instead, the information gathered by the TARDIS unit's external sensors is fed into an *image processor* which converts the raw data to a visual image. This image can be obtained of any scene in a 360° sweep around the TARDIS, with magnification possible to about 200X. The TARDIS viewscreen picture is purely visual, and so it is normally only able to show objects exposed by visible light. At night or in other conditions, however, the computer can be programmed to display a visual impression based on other types of scan (infra-red, for instance) or to enhance the picture by boosting the light-sensitivity of the sensors.

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MEDICAL FACILITIES

The obvious dangers of time/space travel have also been dealt with by including advanced medical facilities aboard every TARDIS unit in service since Model 21. Most TARDIS models are equipped with semi-automated clinic and recovery facilities, though specifications vary.

Advanced Diagnostic Terminal

Added to TARDIS units because of the need to supply medical advice to operators who are not highly trained in medicine, the Advanced Diagnostic Terminal (ADT) is a highly sophisticated combination of medical diagnostic sensors and a huge memory bank. The sensors provide information on the physical and biochemical status of the patient, and the memory banks contain complete information on the anatomy, physiology, and biochemistry of Gallifreyans and many of the advanced cultures that might be encountered on trips through time and space. The ADT machinery is quite extensive, but remote sensors usually are available near beds and examination areas.

The ADT will provide to the operator a complete readout on vital signs and bodily functions. If requested, the ADT will then compare this data and the symptoms reported to it to its memory banks. It will then report the best diagnosis it can make of the patient's illness or injury and suggest a course of treatment. The ADT does not administer treatment, leaving that to the discretion of the operator. It can, however, activate and monitor automated life-support devices for a patient having a life-threatening crisis, while summoning the operator to take charge of the situation.

Even an untrained individual can operate the ADT. Anticipating situations where the Time Lord operator of a TARDIS might be incapacitated, all ADT units are equipped with self-prompting instruction files in many languages. The controls are virtually fool-proof and cannot be misoperated without conscious effort to do so. Even so, the effectiveness of treatment as prescribed by the ADT may vary according to the medical skill of the person administering that treatment.

ADT units come preprogrammed with data on most intelligent cultures that have interacted significantly with the Time Lords. Provision is also made for a medical expert to enter data on cultures not originally covered in the memory banks, adding his expertise to the ADT's memory file as well.

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Cell Regeneration Vault

The cell regeneration vault, a large coffin-like chamber, slowly absorbs radiation from living cells. It also reverses genetic damage and damage to the cell nucleus caused by the radiation.

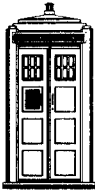
The process is a slow and painful one, because the waves of energy used to purge the cells stimulates nervous tissue, causing a burning sensation throughout the body. Patients subjected to the treatment suffer only moderate levels of pain, but the pain continues as long as the treatment is maintained. In most cases, the patient eventually reaches a level where bodily functions start to fail as the patient faces sensory overload. At this time, treatment must be discontinued until the patient's system can again tolerate the overstimulation of sensory nerves, when treatment may resume. Despite the device's disadvantages, it is the only known treatment for some types of otherwise fatal radiation sickness. In the case of a Gallifreyan, the only other method of purging the body of the deadly effects of such radiation is death of the current body and regeneration into a new form.

The Zero Room

The dangers of time/space travel led to the inclusion of Zero Room facilities in every TARDIS since Model 28. The Zero Room is insulated with panels of a material that shuts off all energy transfer from the outside. Light/heat, gravity, and all other energy effects are local only, with no interference from the outside. Electric, magnetic, gravitic, and even psionic forces are blocked by the Zero Room walls. No sound, light, communication, or force of any kind can enter a Zero Room when the doors are closed.

The Zero Room provides a perfect neutral environment often necessary to promote recovery in an injured or exhausted individual. Psychically gifted races such as Gallifreyans are particularly susceptible to external interference in healthy mental and physical recovery processes, especially immediately after a regeneration. Regenerations seem to happen more frequently to Time Lords in the field than those on Gallifrey (due to the dangers inherent in intertemporal visitations), and the Zero Room helps regenerated individuals reduce the time necessary for brain synapses to heal and realign after this ordeal.

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TARDIS DAMAGE AND REPAIR

Temporal invulnerability protects a TARDIS only from external damage caused by normal physical means. Sometimes, TARDIS systems suffer damage from massive disruptions of time/space, stress that passes design tolerances, accidental impacts on or misuse of control equipment, or even deliberate sabotage.

Major systems, such as main power converters, life support mechanisms, and TARDIS navigational controls, fail infrequently, but they require more extensive repairs when they do stop operating. Minor systems like the chameleon circuit, internal restructuring system, and external sensors are somewhat more vulnerable, because the TARDIS can continue to function for a short time without them. Purely internal equipment, such as the medical facilities or the library computer, will not generally fall victim to exterior forces, but could suffer damage as a result of wear and tear inflicted by users.

When a major system fails, back-up systems normally cut in automatically to protect the TARDIS and its occupants. These back-up devices are intended to prevent destruction of the TARDIS, however, and the vehicle cannot be operated with them for long. When back-up systems are activated for vital power, navigational control or life support systems, the preprogramming will allow them to bring the TARDIS to a stop somewhere so that the operator can materialize the TARDIS and perform repairs. All Gallifreyan-trained TARDIS operators understand the theory and engineering behind the operation of their vehicles, and they are completely competent to make most repairs in the field.

Of course, a total system breakdown is possible, but these are extremely rare except in extremely old and worn-out equipment. When they do occur, however, they often cannot be fixed in the field. Of course, Gallifreyan service personnel regularly examine all TARDIS machines operating legally to insure that system breakdowns of this type do not occur. Equipment that is outdated or worn beyond adequate repair is retired and replaced with new model TARDIS units. The reliability of TARDIS units obtained clandestinely by CIA operatives is far less than that of

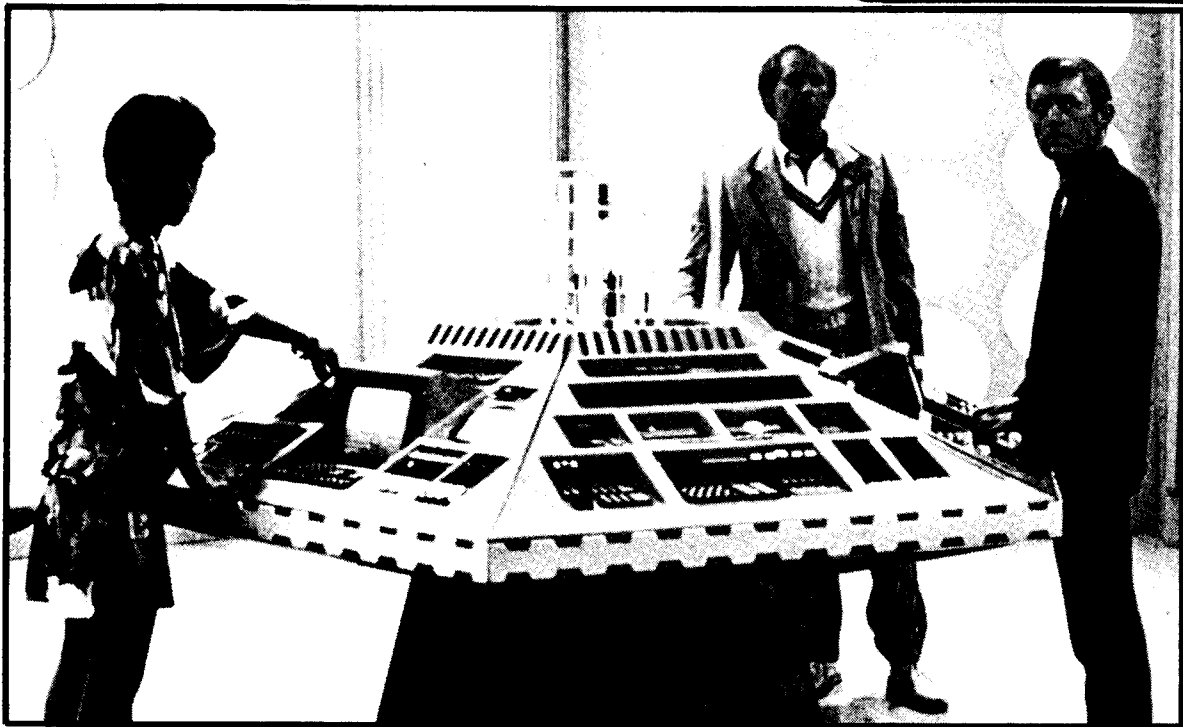
TARDIS units operating under Gallifreyan sanction. Because most CIA TARDIS units are removed from repair depots or are awaiting disconnection and scrapping, they tend to lack one or more minor systems, have chronic problems with those systems, or suffer from a general lack of reliability.

TARDIS Maintenance and Repair Kit

Every TARDIS machine is equipped with a maintenance and repair kit, usually stored in the master control room. The contents of the kit varies with the whim of the operator, but it usually contains at least the standard equipment provided to every TARDIS operator or CIA operative; this equipment is described in the section on **Equipment**.

The maintenance and repair kit is usually housed in a case which has a touch-sensitive lock, which will only open to the touch of an authorized individual. The cases contain a diagnostic system that keeps all the tools charged and monitors their state of repair, displaying a green light unless one or more tools is inoperative.

Some kits are constructed of familiar Gallifreyan materials that are impervious to most normal damage. Others have inside structures of such materials, but are disguised on the outside to look like more primitive constructions.



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Guidelines For Selecting Visitors



Visitation on Gallifrey by non-Time Lord companions is to be discouraged for many reasons.

First, Gallifreyan technology is not to be dispensed to those cultures and individuals that do not have the moral and intellectual attainments necessary for wise use of this power. This rule is as much for the protection of the less-developed culture as for the protection of Gallifreyan interests. The premature introduction of advanced technology can warp a society, destroying its ambition or crippling its moral and intellectual advancement. The secrets of time travel, of course, must not be shared with any non-Time Lord under any circumstances.

Second, there is a danger that a visitor to Gallifrey might discover too much about his own personal future or that of his culture. This can result in psychological harm to the individual. Depending on the information obtained, allow the individual to attain undeserved wealth, power, or prestige upon his return to his own time and place.

Third, a visiting companion may draw official scrutiny toward the CIA Time Lord operative. The very fact of a visitor's presence may cause a Time Lord to become suspect, though even non-interventionist Time Lords occasionally interact with locals in time, sometimes bringing them to Gallifrey to interview them or as travelling companions. Even more devastating, the

visitor could accidentally reveal information about ongoing or recently concluded intervention activities, thus leading Gallifreyan officials to suspect CIA involvement.

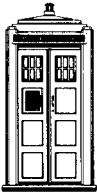
Permissible visitors to Gallifrey include scholars from time-aware civilizations and volunteer interviewees from cultures under Gallifreyan observation. Also permitted are travelling companions whose absence from their home culture does not adversely affect their time lines, and who can be returned to where they belong without gaining knowledge that might affect their home culture's development. All CIA field agents who find it necessary to bring non-Gallifreyans to Gallifrey should make sure their companions fit one of these categories or pretend to do so. Companions who have been involved in interventionist activities should *never* be brought to Gallifrey if they are not sophisticated enough to maintain a high level of discretion.

Any visitor who gains information that is deemed to be dangerous to his home culture must stay on Gallifrey or agree to have the dangerous memories harmlessly removed by Time Lord telepathic adepts. Some exceptions have been made under special circumstances, such as if the visitor has provided some special service to the Time Lords or is in the charge of a Time Lord who is especially trusted or influential.

It is possible that a companion may be summoned to Gallifrey along with his Time Lord mentor. This has occurred rarely, and then usually only when the companion possessed information of importance to the matter at hand, or was already deeply involved in the situation. Normally, a summons to Gallifrey would require that a Time Lord leave all companions behind.

The **Visitor's Guide To Gallifrey** gives information useful to a companion visiting Gallifrey. Included are a section on the sociopolitical terms of special meaning on Gallifrey, a time line of the important historical events on Gallifrey itself or dealing closely with all of Gallifrey (as opposed to individual Gallifreyans), and guidelines for proper etiquette and social behavior while on Gallifrey. It is recommended that an operative bringing a companion to Gallifrey make this information available to the prospective visitor in his native tongue.

Visitor's Guide To Gallifrey



A GUIDE TO VISITOR ETIQUETTE

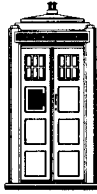
Visitors to Gallifrey should be acquainted with the basics of Gallifreyan life and knowledge or Gallifreyan rules of courtesy. This will both smooth the way during their visit and reduce the chance of problems that may compromise the secrecy of interventionist activities.

Visitors to Gallifrey are to be treated as guests of the Time Lord government, unless they abuse these privileges, causing them to be withdrawn.

The personal privacy of all Gallifreyans, especially Time Lords, is to be respected at all times. Time Lords do not engage in frivolous conversation, nor do they exchange pleasantries with strangers. This level of decorum is to be respected by visitors.

Off-worlders are required to register their presence with the Citadel Guard and other representatives of the Castellan. All visitors are required to cooperate at all times with these authorities, as well as with security guards and local authorities. Off-world visitors may be required to report to security officials at any time. The conduct of off-worlders is the responsibility of the sponsoring individual, who will be held accountable for any breaches of decorum or security.

While on Gallifrey, visitors are to remain in the company of their Gallifreyan sponsor or other responsible Gallifreyan individual at all times. In the domed cities, visitors are restricted to normal living and recreational areas, unless they have express permission to be elsewhere. They are prohibited from governmental areas except with special leave of the Inner Council; only then may they enter such areas with a proper escort.



TIME LINE OF GALLIFREYAN HISTORY



This time line gives a history of Gallifrey. The dates given in it are in a reference system dating from the year when Rassilon placed the captured black hole under the Panopticon, thereby giving birth to the Time Lords. This dating system will begin at 0 TL. Any previous years will be given as negative numbers, thus an event that occurred 1500 years before Rassilon's capture of the black hole would be listed as -1500 TL.

- 600,000,000 TL

Life on Gallifrey evolves.

- 100,500,000 TL

The beginnings of civilization evolve.

- 99,998,000 TL

Manned spaceflight and interplanetary probes are made.

- 99,997,800 TL

The first manned interstellar probes leave Gallifrey.

- 99,997,400 TL

Hyperdrive engines were invented, giving Gallifrey faster-than-light space travel.

- 3000 TL

In an urge to help the developing civilization on Minyos, the Gallifreyans give them advanced technology.

- 251 TL

Rassilon leads the bowship expeditions that are finally able to defeat the Great Vampires.

- 102 TL

Omega introduces a machine that allows Gallifreyans to travel in time and space.

- 23 TL

Omega causes the star that became the Crab Nebula to explode, thus giving the Gallifreyans their original power source for time travel. Omega fails to return after the explosion and is proclaimed to be dead.

0 TL

Rassilon enters a black hole, captures it, and places it under the Panopticon. This becomes the Time Lords' primary power source, providing enough power even for energy-consuming time travel.

1 TL

Rassilon designs and supervises the construction of the Transduction Barrier.

2 TL

Popular acclamation of the Gallifreyans puts Rassilon in the newly-created Lord President position.

3 TL

The trappings of the office of Lord President are created by Rassilon. These are the Matrix (a crown that provides a direct link to the APC Net), the Sash (a device to shield the wearer from the tremendous forces contained under the Panopticon), the Rod, and the Great Key (a device used to gain direct access to and harness the black hole's energies).

1003 TL

Rassilon ends the games and forbids use of the Time Scoop.

1200 TL

The Minyans destroy their planet in a nuclear war, which causes the Time Lords to abandon interference in the affairs of others.

1403 TL

Rassilon removes the secret of perpetual regeneration from the APC Net.

1573 TL

Rassilon is entombed in the Death Zone after a terrible rebellion. It is said he only sleeps for eternity and is willing to pass his secret on to anyone brave enough to face the Death Zone.

1627 TL

The death penalty is abandoned on Gallifrey.

1653 TL

The true Key of Rassilon is hidden by the Chancellor of the Parliament to prevent future Lord Presidents from building Demat Guns.

100,720 TL

Morbius, a member of the Inner Council, leads an army of outcasts against the planet Karn, forcing the Time Lords to break their ban on interference to capture Morbius.

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100,722 TL

The ban on capital punishment is lifted, and the incurably insane Morbius is publicly disintegrated.

101,176 TL

A bloody revolution occurs on Gallifrey, fomented by The Master. Students at the academy attempt to overthrow the Inner Council and are ruthlessly put down by the Citadel Guards. The Doctor's family, except for his granddaughter Susan, is killed during this bloody period.

101,177 TL

The President dies, leaving his recommendation that The Doctor replace him on the Inner Council. The Doctor rejects this and the Time Lords' stagnant lifestyle, fleeing Gallifrey with Susan in an old Type 40 TARDIS.

101,191 TL

In response to a request from The Doctor, the Inner Council stops the War Lords' wargames, but The Doctor is tracked down and tried for intervening in the development of other cultures. The arguments The Doctor used during his trial are heard by the entire Parliament, adding to a growing feeling of impotence many Parliament members already had.

Though The Doctor is exiled to twentieth-century Earth, the counsel for the prosecution, Lord Deliaivsud, determines that Gallifrey cannot continue to watch idly as entire cultures are exterminated by temporal marauders. He gathers a group of Parliament members who feel as he does, and begins discussions concerning covert interventionary activities.

101,192 TL

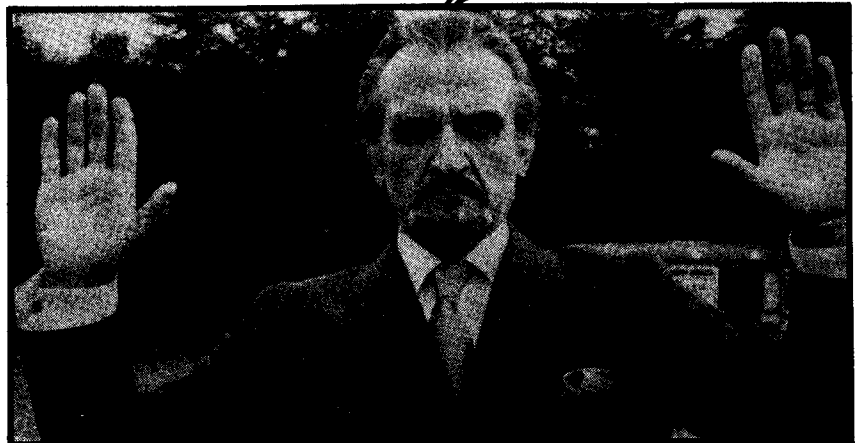
Headed by Lord Deliaivsud, the Celestial Intervention Agency is formed. Its goals are temporal intervention to help cultures survive threats and attacks from the Daleks, the Cybermen, the Sontarans, The Master, and other temporal marauders. Because its activities would violate Gallifrey's non-intervention policy, it is formed in secret, but the secret is an open one, with even the President becoming a member.

101,193 TL

The Doomsday File, containing the location of the Doomsday Machine, is stolen by The Master. When the Inner Council refuses to take interventionary action, Lord Deliaivsud (using the Inner Council's own apparatus) arranges to have The Doctor's TARDIS transport him to intercept The Master.

101,194 TL

Using a black hole for access into this universe, Omega, who was trapped in an antimatter universe, begins to tap the power of The Eye Of Harmony. This process, gradual at first, goes unnoticed, but its total effect will become devastating.

**101,195 TL**

Omega's drain on Gallifrey's power reaches a critical stage, preventing all TARDIS units on Gallifrey from operating. The President orders the Temporal Controller to violate the First Law Of Time. Using the last dregs of Gallifrey's power, three of The Doctor's incarnations unite to combat Omega's threat.

101,197 TL

Queried by the CIA, the APC Net predicts that the Daleks eventually will take control of the universe and destroy all other life forms. Lord Deliaivsud steals a time ring, being developed in secret, and uses it to transport The Doctor to early Skaro, instructing him to prevent the Daleks' creation.

When Lord Deliaivsud returns to Gallifrey, he is seized by the Citadel Guard and brought to trial for temporal intervention. Members of the CIA are required to testify, their testimony strong enough to convict the CIA head, who is executed.

Devastated by this blow, the CIA nearly dissolves, many members deserting the fledgling organization. The members who remain go underground, and the secret is open no longer. The President assumes leadership of the CIA, reforming it into the familiar networks used today so that a similar occurrence would be impossible.

101,198 TL

The President is assassinated by The Master, who also tries to destroy Gallifrey and use the power of the Eye of Harmony to restart his cycle of regenerations. He is narrowly defeated by The Doctor, who in the aftermath, is elected President. The Doctor flees Gallifrey, leaving Cardinal Borusa to rule in his place.

101,200 TL

The Doctor abruptly assumes the office of Lord President. He appears to allow the Vardans to invade Gallifrey, but this is only a trick to allow him to turn back the invasion. In the process, Gallifrey is invaded by the Sontarans, with the help of Castellan Kelner. The Doctor destroys the Sontarans with the Demat Gun. He leaves Gallifrey again, this time appointing Borusa President.

101,201 TL

The Inner Council appoints Lady Romanadvoratrelundar as The Doctor's Apprentice Time Lord, desiring him to locate the Key to Time and stave off universal chaos.

101,207 TL

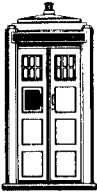
Omega, thought destroyed by The Doctor, returns to have his revenge on Gallifrey and The Doctor. Omega bonds with The Doctor, but he tips his hand, and The Doctor, bonded with Omega, is sentenced to death. Omega taps into the APC Net, which saves The Doctor's life and his own, but he is once again banished to the antimatter universe.

101,208 TL

Lord President Borusa revives the Game of Death and the Time Scoop in an attempt to become perpetual ruler of Gallifrey. Rassilon prevents this, and The Doctor is once again appointed Lord President. He gives full deputy powers to Chancellor Flavia and instructions to act in his stead until his return, and once again flees Gallifrey.

101,209 TL

The present on Gallifrey; the Temporal Barrier, beyond which no TARDIS can travel in the future.



TERMINOLOGY USEFUL FOR VISITORS

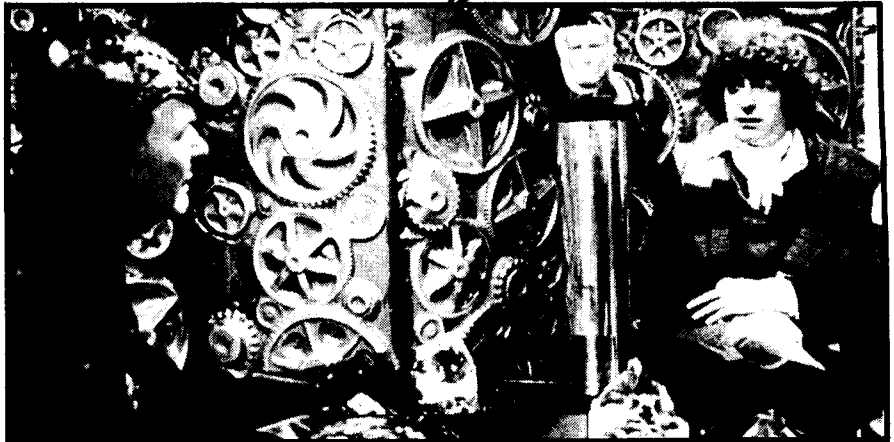
AMPLIFIED PANATROPIC COMPILER (APC NET)

The Amplified Panatropic Compiler (APC) is a gigantic semi-organic computer containing the memories of most Time Lords who ever lived since the time of Rassilon. Thus, the accumulated knowledge of the Time Lords resides in this APC Net, and can be accessed by the compiler to defend Gallifrey by predicting events that could endanger the planet or its inhabitants. It is housed in the Archive Tower.

When a Time Lord dies after his final regeneration, the newly deceased body is placed under sensors that allow the computer to scan the former Time Lord's memories, thus insuring that all he learned will not be lost to posterity. Time Lords who die away from Gallifrey cannot be so scanned, because the memory scan must be done within an hour of death. Rassilon's memories are not within the APC Net; this anomaly is not easily explained, as he died after the APC Net was put in operation.

Use of the compiler is a difficult and time-consuming process. Even the advanced computer technology of the Time Lords cannot adequately process and access such a vast amount of data with any efficiency. The key to quick access lies in the Matrix, one of the symbols of the Gallifreyan President. Created by Rassilon, the Matrix is a direct mental linking device in the shape of a crown. The wearer of the Matrix becomes a part of the APC Net itself, and he is able to sort through and locate information from the Net almost instantaneously. Traditionally, the Matrix is to be worn only by the current President.

There is at least one important block of information that has been deleted from the APC Net. All records of the true identity, early life, and capabilities of the renegade known as The Master were deleted by The Master himself after he arranged the assassination of the Gallifreyan president.



CAPITOL

This domed city houses the central government of Gallifrey and the Time Lords. Located within Capitol are the Panopticon (housing the Eye Of Harmony and the Central Chambers, where the Parliament of Gallifrey meets), the Panopticon (housing the Eye Of Harmony), the Citadel (quartering the Citadel Guard), and the Archive Towers (housing the APC Net).

CARDINAL

The Cardinals are the heads of the Time Lord academies and serve on the Gallifreyan Parliament.

CASTELLAN

The head of all Gallifreyan security, commander of the Citadel Guard. See **Gallifreyan Government**.

CELESTIAL INTERVENTION AGENCY

An underground organization of Time Lords that breaks the code of non-intervention to insure that Gallifrey will continue to exist as it always has. This group recruits Apprentice Time Lords to travel through space and time, to change circumstances that could lead to universal disaster. This organization is illegal, and anyone openly working towards its goals would be arrested and tried for treason by the Inner Council. Nonetheless, it is rumored to have strong hidden support.

CHANCELLOR

The Chancellor serves under the President as administrative head of the Gallifreyan government. See **Gallifreyan Government**.

CITADEL, THE

The Citadel, within the dome of Capitol, headquarters and barracks the only surviving military establishment left on Gallifrey. In the heart of this blocky building lies the Security Compound, in which all unauthorized time capsules attempting to materialize inside the Capitol are examined.

DEATH ZONE

Rassilon sealed the Death Zone in a field of temporal stasis. Anything inside this zone is totally isolated from everything outside, to such an extent that if a Time Lord is placed inside the Death Zone, he will be isolated from the memories of his former regenerations.

EYE OF HARMONY, THE

The Eye Of Harmony, the power source for all Gallifreyan enterprise, is housed below the Panopticon. Inside a huge ebonite monolith created by Rassilon is a captive black hole, accessed by the Great Key.

GAMES OF DEATH, THE

The Games of Death stemmed from an age when the Gallifreyans had discovered their great temporal powers but had not yet tired of bloodshed. The Games (replicated, interestingly enough, in the gladiatorial games of Temporal Nexus Point *Earth*) pitted several beings against each other; only by destroying all opponents could one of the combatants win freedom. The contestants for the Game were kidnapped by using the Time Scoop, but, because Daleks and Cybermen were thought to play too well, they were rarely used. Rassilon put a stop to the Games, sealed off the Death Zone, and forbade the use of the Time Scoop.

GALLIFREYAN GOVERNMENT

The Parliament

The leading members of the Time Lord community compose the Parliament. The size of the Parliament varies; traditionally, representatives of all major colleges are represented on the Parliament, with the college of the current President normally having the most members. Membership is conferred by petition of one-third of the Time Lord community. He remains a Parliament member until he resigns, is asked to retire by the President, dies, or is removed by petition of one-third of the Time Lord community.

Members of the Parliament are termed Cardinals. They are addressed as 'My Lord Cardinal' or 'My Lady Cardinal'.



The Inner Council

The Inner Council is composed of the President, the Castellan, the Chancellor, and twelve representatives of the Parliament, who hold that office by appointment of the Parliament. The twelve Counsellors who have served the longest on the Council automatically become members of the Inner Council, unless the Cardinal declines to serve, not an uncommon practice. A member of the Inner Council will serve until resignation, until he is asked to retire, or until removed by a vote of one-third of the Time Lords.

A member of the Inner Council has the title 'Counsellor', but is normally addressed in the same manner as any Cardinal.

The Castellan

From among the Parliament, the Cardinals choose a Castellan, chief of Time Lord security. The Castellan controls all police matters and stands prepared to defend Gallifrey from any invasion. The Castellan acts as the liaison between the Citadel Guard and the Inner Council. He is a non-voting member of the Inner Council.

The Castellan is addressed as 'Lord Castellan' or 'Lady Castellan'.

The Chancellor

One member of the Inner Council is selected by the membership to serve as Chancellor, the second-highest officer on Gallifrey. Traditionally, but not always, the Chancellor is the senior member of the Inner Council. The Chancellor is the voice and chief advisor to the President, and his appointment must be confirmed by the President to become official, though this usually is just a matter of form. The Chancellor reviews the performance of the Castellan.

The Chancellor is addressed as 'My Lord Chancellor' or 'My Lady Chancellor'.

The President

The highest Time Lord officer is the President. Unlike the other great officers, the President need not be a member of the Parliament; any Time Lord may present himself as a candidate for office. He is elected by all Gallifreyans, as he represents all the citizens.

At the numerous official ceremonies, the Lord President wears the official symbols of office: the Matrix, the Sash, and the Rod. The symbols were created by Rassilon, and though some of their purposes have been lost, they are all quite useful devices. The location of the fourth symbol of office, the Great Key, has been lost; upon inauguration, the President is traditionally charged with seeking the return of the Great Key, though this duty has become a ceremonial responsibility and is not actually pursued by those in office.

The President is formally referred to as 'Lord President', 'Lady President', or 'Excellency'.

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GALLIFREYANS

Time Lords And Ladies

Visitors should be acquainted with the titles and offices of important Gallifreyans. Gallifreyans who have been tested, proven worthy, and completed their training are known as Time Lords.

The term 'Time Lord' is correct for members of both sexes, though some individual females may prefer Time Lady. Members of this group have the title of Lord or Lady and are addressed as 'Lord Kvalanash' and 'Lady Harrenen' or simply as 'My Lord' and 'My Lady'.

The training of Time Lords and maintenance of Time Lord traditions is the job of the Time Lord colleges. There is much rivalry between the colleges, but a balance of power is maintained among the most influential colleges such as the Prydonians, Arcalians, and Patrexes.

Visitors should be aware that each college has chosen a distinctive set of livery colors. Visitors are not expected to recognize the colors of all colleges, but it would be prudent to remember that the color scarlet is claimed as the livery of the powerful Prydonian college. For that reason, visitors should avoid distinctive scarlet clothing that might be construed as presumption of Prydonian privileges.

General Populace

There are, of course, non-Time Lord Gallifreyans who compose most of the population. For the most part, they approve of their system of government and support it. They consider it fair, because any Gallifreyan who performs well in testing can become a Time Lord, regardless of origins. Most of the clerical, technical, and security personnel in the domed cities of Gallifrey are not Time Lords, but enjoy the benefits of advanced Gallifreyan society nonetheless.

The Citadel Guard

Especially prestigious are the Citadel Guard, the security force of Capitol, Gallifrey's central city. Citadel Guard are the only persons allowed to possess and carry deadly weapons within the city. Their function in modern Gallifreyan society is mostly ceremonial, though they are still in charge of maintaining security and keeping watch on visitors.

Shobogans

Some Time Lords (and non-Time Lord Gallifreyans) have chosen to reject the society of Gallifrey. These voluntary outcasts are known as the Shobogans. They live in the wastelands outside the cities, and their continued existence was thought to be legendary until the recent (and short) First Term of The Doctor as President. Their status is currently unclear. They do not wish to rejoin Gallifreyan society, but they are no longer considered enemies or outcasts by most enlightened Gallifreyans.

GREAT KEY, THE

Created by the greatest of all Time Lords, the Great Key is both a symbol of the Presidency of Gallifrey and an incredible energy source. Because of its power, it was entrusted to the Gallifreyan Chancellors for delivery to the President only in times of extreme need. It came into the hands of a President for the first (and only) time while that office was held briefly by The Doctor, and was used by him to power the Demat Gun, the most powerful disintegration weapon ever constructed. The Key has since been returned to the current Chancellor of Gallifrey, to be hidden and held in trust for the needs of a future President.

INNER COUNCIL

The Inner Council is the body that actually governs the Time Lords. See **Gallifreyan Government**.



KEY TO TIME, THE

When assembled, this artifact totally controls time. Because of its power, it was disassembled and hidden by the White Guardian Of Time. Later, The Doctor and his apprentice Romana were sent to locate the scattered pieces of the Key so that the White Guardian could stop the damaging effects of entropy. The pieces were gathered, and the White Guardian completed his task while the Doctor foiled the Black Guardian, who wanted the artifact for himself. The Doctor then rescattered the segments, for the the Black Guardian vowed revenge.

LORD PRESIDENT

The supreme head of the Gallifreyan government is the Lord President. See **Gallifreyan Government**.



MATRIX, THE

The Matrix resembles a crown, but is a direct interface from the brain of the person wearing it to the APC Net. It is one of the symbols of the Lord President's office.

NON-INTERVENTION, DOCTRINE OF

This doctrine forbids the use of temporal or spatial travel to affect the course of another race's natural development. It allows Time Lords only to monitor the changes caused by other time-aware races. A gnawing point in the conscience of some Time Lords who wish to aid time-unaware races in combatting temporal marauders, the doctrine is still in effect. It is broken constantly by CIA operatives and other Time Lord renegades. Breaking this law constitutes the only capital offense left from the old Gallifreyan laws.

Before the changes instituted by Rassilon, Gallifreyans were rash and bloody in their dealings with other races. This led to the Games Of Death and the blatant giving of higher technology to inferior species.

Single-handedly, Rassilon led the reforms that changed Gallifreyan society. He forbade the needless bloodshed of the Games and sealed the Death Zone.

In 1200 TL, the Minyans destroyed their planet in a nuclear holocaust that left it an uninhabitable rock. Rassilon was deeply angered by this, and he ramrodded the doctrine through the Parliament.

OMEGA

One of the two most important figures in Time Lord history, Omega was one of the first temporal scientist/engineers. With Rassilon, he set Gallifrey on the path of time travel.

His greatest feat caused a star to go nova, becoming the Crab Nebula. He harnessed the nova, thereby giving Gallifrey energy to use for its first time travel. This was his final accomplishment, because, in saving some of his fellow engineers, he was engulfed by the nova and believed to be lost. His heroism is celebrated by all Gallifreyans.

Though thought to be so, Omega is not dead. He is trapped inside an anti-matter universe. On several occasions, he has attempted to escape, nearly destroying Gallifrey in the process. This fact has been skillfully hidden by the Inner Council.

PANOPTICON, THE

At the center of Capitol stands the Panopticon, an enormous, circular hall where all the major ceremonies of the Time Lords take place. Within the Panopticon lies the Central Chambers, where the full body of the Parliament meets. Beneath it lies the Eye Of Harmony, which houses the black hole that Rassilon captured and powers all Gallifrey. The Panopticon also holds the Lord President's living quarters.

PARLIAMENT

The Gallifreyan Parliament meets in the Panopticon to decide all matters of state, law, government, and administration. See **Gallifreyan Government**.

RASSILON

Though sharing the glory with Omega, Rassilon is considered to be the first Time Lord by most. His history is clouded (by Rassilon himself, some historians feel), and now there seem to be more legends about Rassilon than actual facts. It is known that Rassilon created the APC Net, the Eye of Harmony, the Transduction Barrier, the basic designs for the TARDIS, and all the symbols of the Lord President's office.

Rassilon's end is unclear and any research into it leads to confusion. The official legends say that he discovered the secret of perpetual regeneration and went off to his tomb in the Black Tower to await a time of need, when he will return. Some say that Rassilon's fellow Time Lords rebelled against his cruelty and locked him in the Black Tower in eternal sleep.

ROD, THE

The Rod is one of the symbols of the Lord President's office. Created by Rassilon, it probably has a very real purpose, like the other symbols do. This purpose, however, seems to have been forgotten.

SASH, THE

The Sash is one of the symbols of the Lord President's office. Created by Rassilon, it enables its wearer to be protected from the tremendous energies held captive in the Eye of Harmony.

SHOBOGAN

One of those Gallifreyans who have rejected Gallifreyan society. See **Gallifreyans**.



TIME LORD

One of the Gallifreyan elite. See **Gallifreyans**.

TRANSDUCTION BARRIER

This impenetrable force field surrounds and protects Gallifrey. It was originally designed and put into operation by Rassilon.

TRANSMAT

The transmat system of travel was developed on Temporal Nexus Point *Earth* about 1990 AD (Earth dating), and has been widely used since as a method of instantaneous transport. The earliest version was controlled from Earth's Moon Base, but later improved units were installed aboard Earth spacecraft and used for orbit-to-surface transport.

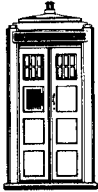
The transmat device scans an object or person, converting matter into a carrier wave of energy. This wave is beamed at speed of light to a receiver and reconstructed as matter. Transmat signals can also be carried by wire. The actual signal produced by the transmat scanner cannot be duplicated, split or otherwise restructured. Thus, the transmat cannot be used to duplicate an individual, and there is no question of identity.

Later spaceborne variants require no receiver station. A simple locator beacon is used to mark a reception point instead. Because the transmat signal moves line-of-sight, orbiting or moon-based relay stations are often used for long jumps. The transmat cannot be used over interstellar distances because of its limitation to the speed of light, but it is fine for short hops on a planet or between a planet and moon.



Equipment

This data entry contains information on equipment that CIA operatives or their companions may find useful while engaged in interventionary missions. It should not be considered a complete list, and it is quite likely that operatives in the field will discover other equipment of alien manufacture that could prove equally handy.



STANDARD TARDIS EQUIPMENT

The following pieces of equipment are standard-issue items for any fully-equipped TARDIS. They usually are stored in a tool box in the Master Control room. This tool box has an electronic, touch-sensitive lock that will open only for the principal operator or for any companions he programmed it to accept. Every tool box has a built-in diagnostic circuit that gives its own information on the operational status of the equipment it contains.

CAMERAS

Two types of cameras are available, flatfilm and holographic. Cameras can be used to take either still or moving pictures of people, places, objects, and events. Flatfilm cameras are simple to operate, maintain, and use, but they can only produce a two-dimensional picture. Holographic cameras create three-dimensional images, but these images cannot be shown as easily as flatfilm pictures.

Field agents will find a camera can also be used to amuse primitive peoples. It is important to remember, however, that some beings regard photographs/holographs of themselves as black magic, blasphemy, or both. Naturally, camera use in such a situation would be ill-advised and could be dangerous.

DICTACORDER

Dictacorders are solid-state voice recorders that act as pocket diaries, memo pads, and dictation devices. Words spoken into a dictacorder are recorded in a built-in molecular memory block. They can be played back as sound, like a tape recording. More often, however, the recorded messages are played back into a computer device, where they can be processed. The computer can then produce hard copy, or respond to reminders and commands recorded by the user.

This pocket-sized device comes in a variety of models, but is usually a rectangular box about ten centimeters

long, six centimeters wide, and 2 centimeters thick. Most models are activated automatically when held in the hand, and are tuned to respond to one or two specific voices. A small light glows when the unit is active. It has a built-in elapsed time chronometer and a buzzing alarm. On voice command, it will remember a vocal message and play it back as a reminder at any time selected.

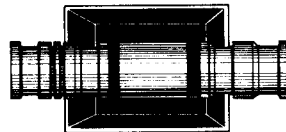
Dictacorders are extremely rugged, since they have no moving parts. Touch-sensitive activation switch, solid-state speaker/microphone, operation light, and all circuits are part of one solid molecular circuitry block. They are completely waterproof and shock-resistant.

DRONE CLAMPS (MASTER AND MOOG)

Drone clamps are devices that may be attached to operating molecular circuitry blocks to remove these blocks from electronic systems. Most equipment of Gallifreyan design is composed of solid blocks of circuits that are traced within the block on a molecular level. These blocks attach to one another to form circuit complexes. Drone clamps separate and move individual circuit blocks without damaging the interfaces between these blocks.

A master drone clamp is designed for pulling whole system blocks at once, and has a large contact pad. The smaller moog drone clamp has a small pad at each end of a rod, with an attached ribbed disk for easy manipulation. It is used to separate and pull smaller circuit blocks.

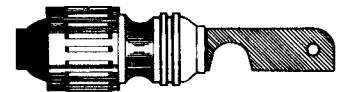
Both types of drone clamp are standard items found in most TARDIS Maintenance and Repair Kits. For checking and replacing delicate TARDIS circuitry, they are indispensable.



GYRO, STALOS

This hand-held device is a standard part of the TARDIS Maintenance and Repair Kit, and is used to determine if molecular block circuitry is operating properly. The built-in diagnostic program within each individual molecular circuit block is encoded to respond to the touch of the sensor plate at the end of this tool. When the circuit is operating normally, the sensitive wheel on the gyro turns freely and rapidly, driven by the magnetic field produced at the contact point.

If the circuit is not performing properly, however, the field produced by the contact will be unbalanced, causing the wheel to turn erratically, wobble, or not turn at all. This reading indicates a circuit block that has either failed already or, more often, is faulty or damaged enough that it is likely to fail in the near future. Using this device can isolate a faulty circuit quickly, and allow replacement of the block before a serious malfunction takes place.



HOMING BEACON, TARDIS

There are two different types of homing beacons carried as standard equipment in TARDIS units. One type detects the operation of the temporal fields that hold the TARDIS real-world interface in place. The other type serves as a relay link for the TARDIS' telepathic core, extending the range at which the core can communicate (on a very simple level) with the operator.

Despite the Doctor's claims, field operatives have not found leaving a trail of baked flour crumbs or marking plants and rocks with chalky white limestone a suitable replacement for Gallifreyan homing beacons.

Type A: Temporal Field Indicator

Units of this type, sensitive to temporal fields, are held in the hand. A small red light glows on the face of the device; this light will blink and the device will hum softly when its front is pointed in the direction of the host TARDIS. The device will blink faster and hum louder as the operator moves in the direction of the TARDIS. The operation of the device is not hampered by the presence of material objects between it and the host TARDIS, nor is it hampered by distance. Certain types of energy fields which generate temporal interference may, however, hamper the device's operation.

Type A homing devices come in various shapes and sizes, but most often they are small rectangular units approximately seven centimeters long, four centimeters wide, and one centimeter thick. These devices can be fabricated as needed aboard most TARDIS vehicles (since the Model 28) and are tuned both to the operator and the host TARDIS. Once activated, they will work only when held by the intended operator.

Type B: Telepathic Transmitter

Units of this type can transmit only one thought, "This way! This way!" By leaving behind a trail of these miniature devices when leaving the TARDIS, a Time Lord can insure that he will be able to find his way back to it, over great distances or through difficult terrain. Because the signals are telepathically attuned to one individual, they cannot be used by an enemy to find a hidden TARDIS.

INFLUX BOOSTER STABILIZER

Another standard item from the TARDIS Maintenance and Repair Kit, the Influx Booster Stabilizer is used to adjust the flow and spread of certain energy fields through space. Normally used to adjust the TARDIS power flow and force field density, this unit can also be helpful in manipulating the warp field of hyperspatial craft. It retunes the frequency and modulation of any form of free-standing energy field, and stabilizes it on one frequency. This is vital for the efficient use of TARDIS power, or for recalibrating the TARDIS force field generators.

LASER CUTTER

This pocket-sized, hand-held, laser-beam device is used as an all-purpose cutting and welding torch. The beam width, power, and focus can be adjusted with pinpoint precision, allowing the operator to do extremely delicate cutting or welding, depending on the level of beam diffusion. A twist-control at one end is used to change the laser's diffusion setting, and it is activated by pressing a small button set close to the control mechanism. The laser is powered by a rechargeable battery.

The laser cutter is most suitable for repairing or wrecking small objects; it is not powerful enough for use as a weapon or for heavy-duty construction or repair work. It is not designed for ranged use, as the beam's maximum focal length is only three centimeters. Thus, the device is not useful as a weapon. A laser cutter is included in all TARDIS Maintenance and Repair Kits as standard equipment.



LIFE SUPPORT MASK

This breathing apparatus can be worn in environments that do not require more extensive life support equipment. It can adjust atmospheric pressures to compensate for thick or thin atmospheres that might prove uncomfortable or dangerous, and it filters out airborne contaminants. Life support masks do not provide oxygen or other essential atmospheric components, and they are useless in airless environments. Each mask is powered by a rechargeable battery.

MAGNETIC CLAMP

A magnetic clamp is designed as a gross manipulation and support device for large pieces of equipment. The magnetic field generated by this device will lift, support, and stabilize metallic objects of up to 250 kg. mass (against a 1G field). It can be directly attached to the object being moved, allowing the object to be easily moved on magnetic lines of force. It can also be adjusted to extend its field to either side, holding metallic objects supported in mid-air. Objects held in the field will remain motionless until the clamp's field is switched off, or the clamp itself is moved. A magnetic clamp is included in the TARDIS Maintenance and Repair Kit.



MEGACHRONOMETER

This Gallifreyan device comes in many different styles, most designed to be worn on a wristband. The mechanism, a virtually indestructible solid state molecular block circuit, is tied to the TARDIS navigational computer, and automatically gives a read-out of local time, or any time conversion requested by the operator. The device can instantly calculate the local day, date, and time in any location in the known universe. The device is standard TARDIS equipment, but some operators prefer not to wear them.



NEUTRON RAM

Because many TARDIS circuits are vital and should not be disturbed when working, the neutron ram allows these

circuits to be traced, tested, and even somewhat modified while in active operation. The neutron ram sends a neutral flow through molecular block circuits to trace or adjust them. The neutron flow does not interfere with normal operation or flow of electronic impulses.



TORCH, PEN

The pen torch is a multi-use piece of equipment. One end contains a primitive writing mechanism called a *ball-point pen*. The other emits a small, brilliant light beam when activated. The pen can be used to write notes, take notes, or make simple calculations. Since it is purely mechanical, the pen does not require a power source. The *torch* does require a small, rechargeable battery, but its light can prove invaluable when performing close repair work in uncertain lighting conditions. The pen torch was included as standard TARDIS equipment on the recommendation of The Doctor, who found something similar in use by medical doctors on Temporal Nexus Point *Earth*.

TORCH, TARDIS UTILITY

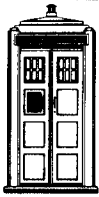
The TARDIS utility torch (flashlight) is a handy and versatile illumination source, standard equipment aboard all TARDIS vehicles. Some are included with field equipment (often stored in the main control room), whereas others can be found in emergency kits in storage roundels, or clipped to hangers in the corridors of the TARDIS.

The utility torch serves as a very powerful flashlight, with a tough shockproof and waterproof case and a beam focus adjustable from a narrow, precise beam to a wide-angle area lantern. It is activated by a touch-sensitive switch, and the beam focus is adjusted by turning the ribbed ring surrounding the lens.

UNIVERSAL DETECTOR

This small object, about the size and shape of a fountain pen, detects the presence and relative magnitude of force fields or any form of electromagnetic energy field; it does not identify the type of field or its properties. The detector is only useful at very close range (from touch to about a meter, depending on the strength of the field). The detector accumulator at one end must be directed toward the source of the energy for the device to work.





SPECIAL TARDIS EQUIPMENT

A TARDIS usually contains several other pieces of specialized equipment. The items listed below are those recommended by experienced operatives, including the Doctor. Field agents are cautioned that many of these recommendations are purely subjective and have not been verified by scientific analysis.

ENVIRONMENTAL SUIT

This suit is used for protection and life support in dangerous environments. It provides air, temperature, and pressure regulation for up to 24 hours, and is recommended for use in deep-space vacuum, in poisonous atmospheres, or in extreme temperature environments. Environmental suits are not uncomfortable, but they are bulky. While wearing them, individuals who have not been trained in their use should not attempt complicated or delicate tasks.

FIELD GRAVITY DETECTOR

This sensitive device is used to detect the presence, magnitude, and directional component of local gravitational fields. The field gravity detector requires no external or internal power source, drawing its energy for operation from the local gravity field itself. The unit consists of a divided flattened cylindrical indicator body and a thin gauge tether, which is attached to the indicator body and the hand of the operator.

To obtain a reading on a local gravity field, the gauge tether is attached to the operator's finger and retracted into the indicator body. The indicator body is cupped in the operator's hand, then released with a flick of the wrist. The indicator body will then move toward the center of the local gravity field. Upon reaching the end of the gauge tether, it will return to the hand of the operator, reeling the gauge tether back inside automatically. By observing the speed of return and action of the indicator body, an experienced operator can determine the relative strength of the local gravity field with a great deal of accuracy.

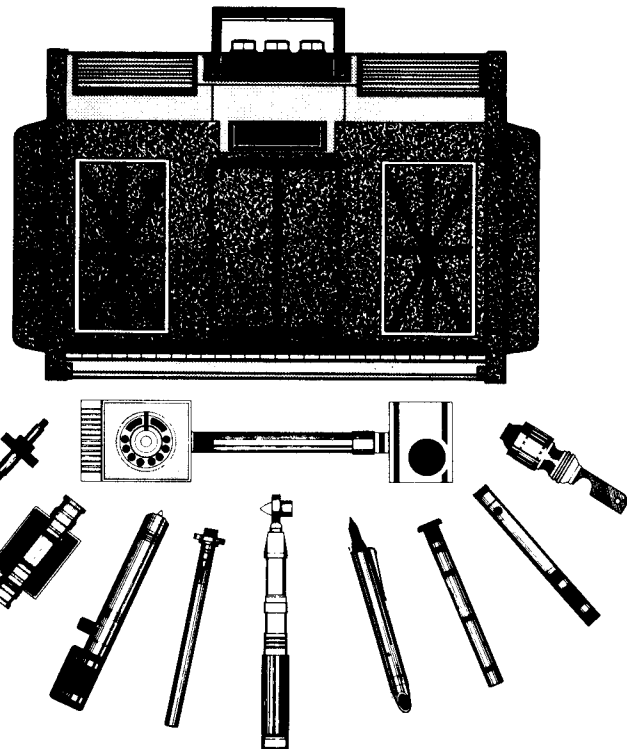
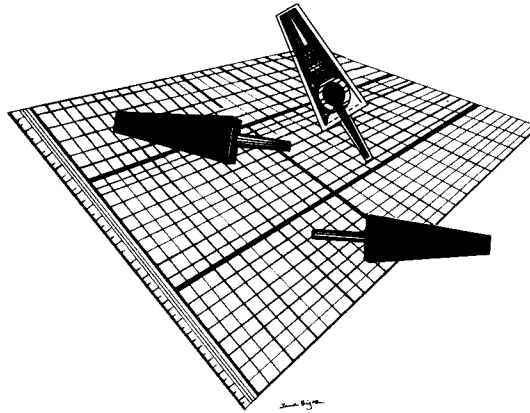
Adopted by many operatives because of its reliability and simplicity of operation, it is actually a product from Temporal Nexus Point *Earth*, introduced on Gallifrey by The Doctor.

ION BONDER

The ion bonder is a hand-held cutting or joining tool developed and used by the people of the Traken Union. It works on the subatomic level, adding or subtracting electrons from groups of atoms. When it is set to remove electrons, the ion bonder can be used to cut through almost any form of matter. When set to add electrons, this instrument bonds materials together on an atomic level. Ion bonders have been modified into weapons.

The bonder can separate any material, but it may only join similar materials. It can cut apart materials without

heat or damage, or make seamless molecular welds that are as strong as the material itself. It cannot, however, bond two pieces of different materials together. The ion bonder is ineffective against materials that are designed to be inert to molecular rebonding forces (such as many types of plastimetal used by advanced culture). Nor is it effective on materials other than metal and plastic or magnetically-reinforced materials (used for much advanced security equipment).

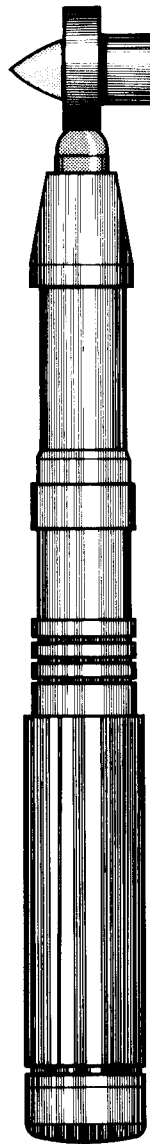
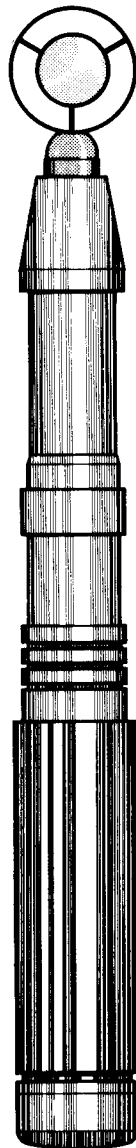
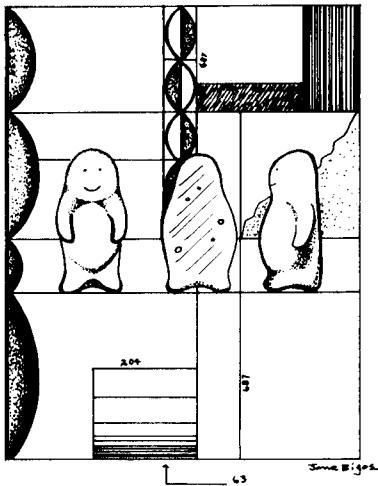


ROLE PLAYING GAME

JELLY BABIES

These small, multi-colored, fruit-flavored confections are strongly recommended by The Doctor. According to his reports, they can serve almost any purpose. The Doctor records that eating them provides a quick way to raise the blood sugar level, making them a useful source of quick energy and a reasonable nutritional supplement in a form easy to carry and use in the field. In addition, most humanlike beings have an inborn taste predilection for the intake of flavored sugars, and so they are often a good trade item, avoiding the problem of obtaining local coinage when travelling. The bright colors and pleasing taste often make an impression on even the most primitive of beings. Among other things, jelly babies have been used as lures and distractions for hostile creatures or guards. They can also be used to confuse potential enemies, according to The Doctor, who is reported as saying that he noticed that people find it difficult to threaten him after he had offered them a jelly baby.

The technology involved in producing these items is not particularly advanced, but those manufactured on Temporal Nexus Point *Earth* in their middle-to-late 20th Century seem to be of the most pleasing quality. Though similar items are manufactured all over the planet in this time period, discerning travellers have found that a particular variety, shaped crudely like human infants and marketed mostly in the geographical/political division known as Great Britain, most closely follow the guidelines for selection of such items as laid down by The Doctor. Gallifreyan scientists are not yet able to satisfactorily explain their almost universal popularity.



SONIC SCREWDRIVER

This multi-function tool is perhaps the most versatile and useful addition to the standard TARDIS Maintenance and Repair Kit. About the shape of a large fountain pen with a ring-and-cone sonic emitter at one end, the sonic screwdriver produces pulses of ultrasound. These pulses create vibrations in solid objects (particularly of metal), which can be controlled to produce kinetic energy.

The sonic screwdriver can thus drive or remove screws, bolts, or other fasteners with ease, without touching them. It can also be used to manipulate any small and simple mechanical device like a lock or latch. Properly focussed, the sonic screwdriver can even throw mechanical or electronic switches, activating simple mechanical devices.

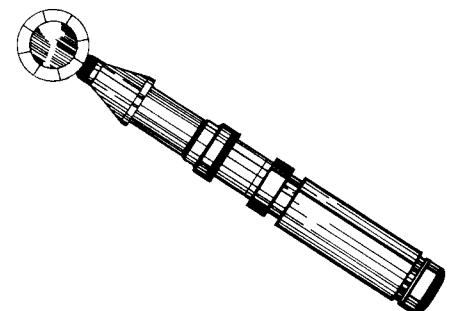
Like the tools in the TARDIS Maintenance and Repair Kit, the sonic screwdriver has an internal power supply that is automatically maintained and recharged when it is placed in the special case that houses the kit. Because of this tool's remarkable utility, however, it is equipped with a long-life, on-board power pack that allows for weeks of normal use between rechargings. Many operatives keep this tool on their person when in the field.

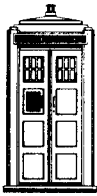
SONIC SUPPRESSOR

The sonic suppressor is a later expansion of the sonic screwdriver principle, and is designed to use the ultrasonic manipulation of metals to interfere with electron flow. It consists of a powerpack and control rod assembly similar to that of the sonic screwdriver, topped by a larger focussing ring.

When activated and tuned, the sonic suppressor interferes with the flow of electrons through metals. Crystal circuit matrixes and molecular-level circuitry is not affected, but devices dependent on electricity flowing through metal wiring will cease to function within the effective radius of the device. This effective radius is omnidirectional, and adjustable from 10 centimeters up to 20 meters.

The suppressor has a fail-safe switch that turns it off if it is not held in the hand. This is necessary to avoid the field being left on accidentally, interfering with vital equipment.





WEAPONS

Field operatives invariably will encounter armed and potentially hostile aliens. Although they are encouraged to avoid combat, they should have a basic knowledge of the weapons with which they may be confronted. This section contains information on a variety of weapons systems, both common and unusual.

BLUE CRYSTAL

This crystal was found by The Doctor on Metebelis III, the blue planet of the Actian Group. Though not intended as a weapon, it could cause great damage if its powers are misused. Essentially, the crystal triples the mental powers of anyone using it, enabling some creatures with highly developed psionic abilities to control minds. The Doctor used this crystal to destroy the Great One, a giant spider, on Metebelis III. Unfortunately, the energies released in this process seriously injured him and caused his third regeneration.

CYBERBOMB

One of the most powerful bombs in existence, the cyberbomb is an extraordinarily powerful fission-fusion device that uses a laboratory-created, highly radioactive substance as its core. Designed and used by Cybermen, the cyberbomb is a highly sophisticated explosive device with cybernetic fusing mechanisms that can be set for timed or remote control detonation. This silvery box-shaped device is about the size of a large chest and usually requires two individuals to transport because of its bulk.

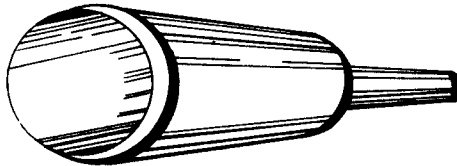
The explosion of a cyberbomb is triggered by the creation of a tiny hole in time/space itself. The physical damage of a single cyberbomb detonation is great, producing enough radioactive fallout to render most of a planet uninhabitable for centuries. The weapon also creates intertemporal shock waves capable of transmitting its power even to a temporally invulnerable object such as a TARDIS. The effects of a cyberbomb explosion are increased exponentially by the addition of extra explosive units. Three cyberbombs, if properly placed, could provide enough explosive power to disrupt the core of an entire planet.

Cyberbombs are incredibly difficult to construct, requiring the diversion of enormous amounts of resources, so the coldly logical Cybermen construct them only as necessary, and use them only against major military targets, or targets (such as a TARDIS) that are otherwise invulnerable.

52 / Equipment

DALEKANIAM BOMB

Dalekanium, an isotope created by the Daleks, can be used as a powerful and versatile explosive. Most bombs made with the isotope are roughly the size of a small can. Because its explosive power can be varied with ease, these bombs can be used for demolition work, as tactical weapons, or to blow up entire cities.



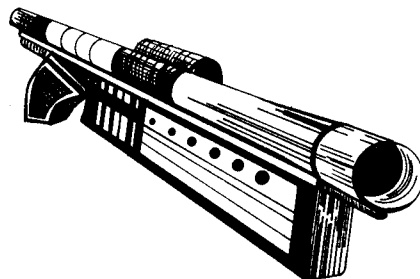
ENERGY WEAPONS, STANDARD

Various types of energy weapons have been used as standard equipment by military and security organizations. In this section, the various types of weapons are discussed and compared, and information about the place and era of use of each is provided.

Laser

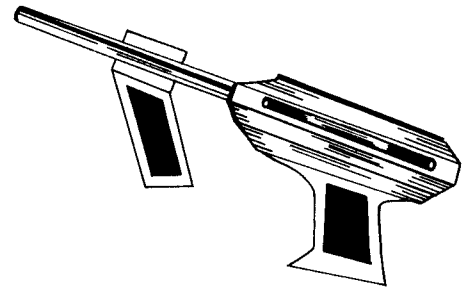
Most technologically advanced societies equip their armies and security forces with lasers. Lasers use the natural oscillation of atoms or molecules between energy levels to generate coherent electromagnetic radiation. Lasers can be constructed in the ultraviolet, visible, or infrared regions of the spectrum, and they kill by burning holes in their targets. Although different societies at different technological levels produce different lasers, lasers do not vary in their destructive capabilities, only in their size.

The basic laser is the earliest type of practical energy weapon, seeing use on Temporal Nexus Point *Earth* in the late 1980s (Earth dating). Many human and humanlike cultures used lasers as primary sidearms until centuries after the development of the blaster. The Movellans use a reasonably compact and efficient hand-held laser weapon, not any more powerful than any standard laser. Exact data on various types of laser weapon are contained in the Ranged Weapons Table.



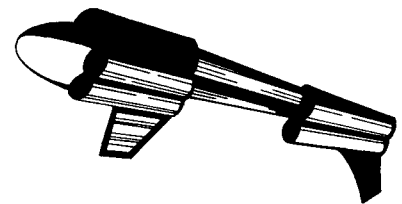
Blaster

The blaster, invented on Temporal Nexus Point *Earth* in the late 2000s (Earth dating) and in most other humanlike cultures at around that time, fires a projectile of energy rather than a beam. The projectile is slightly less accurate but more effective than a laser against living targets. When directed against solid objects, the blaster energy bolt produces a small explosion. Living tissue absorbs the released energy with a less spectacular (but still lethal) effect. Blasters remained in use for 20 centuries or more, not only by humans and humanlike beings but by other cultures as well.



Disruptor

The standard disruptor is a later development, and is primarily used by non-human cultures. The bolt creates a local disruption effect in matter (including living tissue) and is more efficient and effective than the more crude blaster. Also, a disruptor at a higher power setting can completely break down the cohesiveness of matter, disintegrating a target. The disruptor is the primary weapon used by the earlier model Daleks, with the Dalek Gun equivalent to a disruptor rifle.



Sonic Disruptor

The sonic disruptor produces effects similar to the normal disruptor, but it creates its effects with a concentrated blast of ultrasound that disrupts an organism's delicate nerve cells. Grazing shots produce pain and numbness, but solid hits actually heat and destroy tissues. The sonic disruptor is ineffective in vacuum, but it could be used underwater, unlike the standard disruptor, the effects of which would be dissipated.

Several races use sonic disruptors as weapons, most notably the Ice Warriors, whose green mail armor serves as a sonic dampener.

Particle Beam

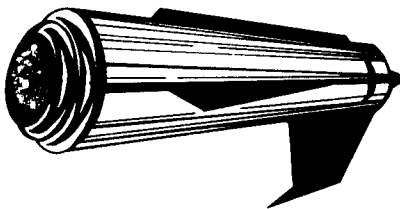
Easily the most effective long-range energy weapon known, the particle beam is too powerful to be used by most human-like races. Its effects are more devastating than the disruptor. Particle beam weapons are the primary armament of more advanced Daleks and of their bitter enemies, the Movellans.

Staser

This multipurpose weapon is a development of Gallifreyan technology, and is normally only issued to Citadel Guards. The standard staser pistol was created specifically to counter the regenerative powers possessed by Gallifreyans. When set to kill, the staser disrupts its target's nervous system, preventing any regeneration while it kills. Stasers also can be set to stun, which produces no permanent damage, by reducing their power level and shortening the length of time that the staser pulse strikes the target's nervous system. If a staser is used against a non-living, solid target, it shatters the target's crystalline structure.

Stunner

The Gallifreyan stunner is a non-lethal version of the staser, possessing no deadly setting. It has a fairly short range, due to the decreased power level necessary to prevent its use as a deadly weapon. Some other cultures also have developed stun-only energy weapons. Many of these are called stunners and have similar ranges and effects, though they are not based on Gallifreyan staser principles.



DEMAT GUN

The Demat Gun is the most effective disintegrator ever built. It taps the power of the black hole stored inside the Eye of Harmony and uses transmat principles to create the disintegration field. It has the incredible power to completely dematerialize a target, removing it from time and space entirely. Its construction from the Great Key, one of the symbols of the Gallifreyan President, has been strictly forbidden by the High Council. The gun is useless without the Great Key to power it. Exact estimates of its power are impossible, though it is known that a single shot from the Demat Gun annihilated an entire Sontaran invasion force inside Capitol.

The Doctor violated this stricture during the Sontaran invasion of Gallifrey. He hypnotized K-9 and the Time Lord Rodan into building the gun. The gun was constructed from Rassilon's plans hidden within the APC Net itself and located by K-9, using the Matrix. This model of the gun was destroyed, though the plans still remain in the APC Net.

DOOMSDAY WEAPON

This weapon, which has the ability to destroy the entire universe, was kept hidden by the last of the species that created it. Its power was such that its radiation spillage virtually destroyed all life on the planet of its creation. The actual principles behind the weapon were never revealed and were lost with the last of the weapon's keepers.

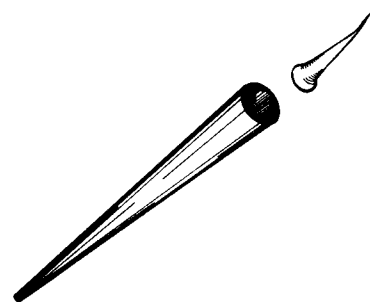
The Gallifreyans discovered its existence and decided to buy the knowledge as deeply as possible in the APC Net. Nevertheless, The Master was able to discover its location from the hidden records and set about trying to take it for blackmail purposes. The CIA discovered the theft of information and sent The Doctor to stop The Master. This was done, but, in the process, the Doomsday Weapon was destroyed.

ION BONDER

Though normally used as a tool in the Traken Union, The Doctor modified one ion bonder for use as a weapon. It has a very short range, but it can be used as either a knife or as a stunner. As a stunner, the ion bonder adds electrons to the atoms in its target for less than a millisecond and then subtracts them, shocking the target's system into unconsciousness.

JANIS THORN

The Janis Thorn, found only on the planet of the Sevateem, produces a powerful neurological poison that causes paralysis, followed by death in ten minutes. It is roughly five centimeters long and can be used as a blow gun projectile or simply used as a stabbing weapon.



NOVA DEVICE

When detonated, this Movellan weapon could cause all the gaseous elements within several thousand kilometers to combine with one another almost instantaneously, creating an enormous fireball. Any Nova Device set off in a planetary atmosphere could literally reduce the planet to a burnt-off, airless rock floating in space. The Nova Device's name developed from its use in space combat to ignite gas clouds around enemy fleets.

PACIFICATION GUN

The pacification gun is perhaps the most powerful and most humane weapon ever invented. It was first developed by the Minyans to end their genocidal wars, but its creation came too late to prevent their self-annihilation. The pacification gun has one effect: any person hit by its beam becomes friendly to the gun's master and unwilling to continue fighting. The pacification gun does not inflict any physical damage and appears effective against any race. Unfortunately, the motivations of its wielder do not change the gun's effectiveness; in the hands of a would-be tyrant, the pacification gun could become an extremely dangerous weapon.

PROJECTILE GUNS

Projectile weapons powered by chemical explosives are usually the first advanced weapons developed by any technologically-inclined race. They typically go through many different stages of development, moving from noisy, inaccurate matchlock handguns to hypervelocity cannon. In general, improvements in these weapons include increased accuracy, muzzle velocity, higher rates of fire, and lower-caliber bullets.



TIME DESTRUCTOR

The Daleks invented this ultimate doomsday weapon. Once powered by a tanium core, the Destructor was capable of rending the very fabric of time itself. Any planet and being within its reach would cease to exist; they would literally never have been.

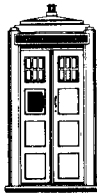


TISSUE COMPRESSION ELIMINATOR

This weapon is a perversion of known molecular rearrangement principles. Originally conceived by the Time Lord renegade known as The Master, this weapon is such an advance over known Gallifreyan technology that it must be grudgingly recognized as the product of evil genius.

Resembling a hefty black wand fitted with a glowing bulb on one end, this device fires a bolt that causes the molecular structure of the target to collapse upon itself and be compressed tightly. Soft, compressible materials such as cloth, plastic, and living tissue are reduced to about 1/10 their normal size, becoming thickened and rigid. Hard materials, such as metal or stone, are less affected by the weapon, but they, too, suffer some compression. The process of compression is normally fatal to living things, with the process being very painful.

Research in this area is banned on Gallifrey, but The Master (ever disinterested in rules and regulations) has adequate facilities and materials to reproduce the weapon should the one he normally uses be lost or destroyed. Indeed, he has replaced it on several occasions. It is therefore fortunate that the ability to reproduce the weapon seems limited to this one enemy of all the universe, and that the technology has not fallen into the hands of others with hatred for all living things, such as the Daleks or Cybermen.



MEDICAL EQUIPMENT

The following section includes equipment and supplies that are usually found in the Medical Bay of a standard TARDIS. Like other equipment, these items may be added to by various operators, at their discretion.

AMPULES, MEDICATION

All medications normally administered in the TARDIS Medical Bay come packaged in pre-measured cylindrical ampules about six centimeters in length. Each ampule has a built-in compressed air supply for delivery. Dosage can be varied if necessary by turning the top of the ampule. The ampules are color-coded and clearly labeled. They are completely disposable, discarded once empty.

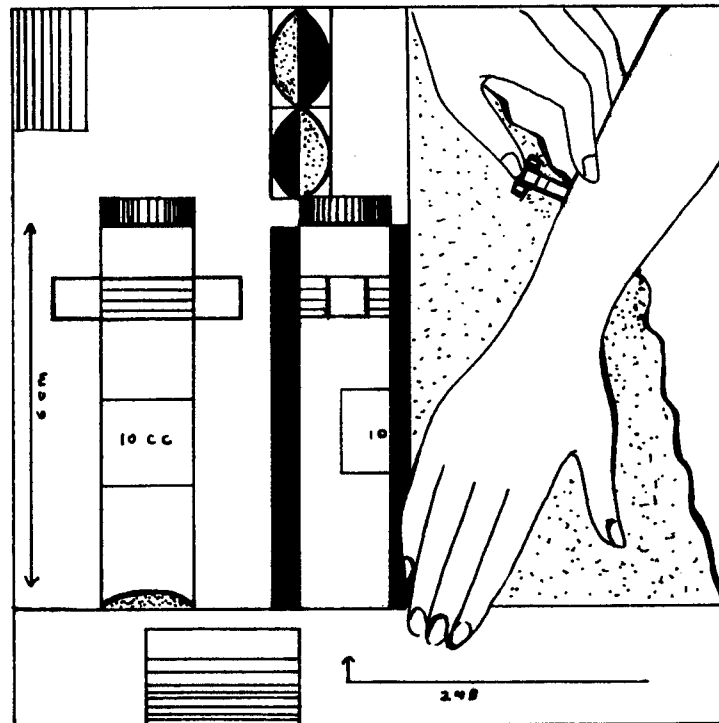
When the concave delivery end is pressed against the arm of the patient, the medication is injected through the skin by a high-pressure burst of air. The procedure is painless, and can be performed by untrained personnel or even by a badly-injured individual on himself.

CARDIOVASCULAR STIMULATOR

The cardiovascular stimulator automatically reads the state of the heartbeat and cardiovascular system, and begins cardiac stimulus if necessary to restart and stabilize the heartbeat.

It is a disc-shaped device about twelve centimeters across and four centimeters thick. The back of the device features simple touch-sensitive controls, with the face having the metallic contacts for the stimulator itself. Once set for use on a particular type of cardiovascular system (Gallifreyan, human, etc.), the face is applied to the chest over the patient's heart.

The cardiovascular stimulator can be removed, or left attached by self-contained sticky pads to continue heart monitoring and emergency stimulation. The stimulator is capable of maintaining heart action for ten hours. When attached to a patient and set for monitor mode, it will activate a sound and light signal if the patient experiences cardiac arrest or other cardiac difficulty. These devices often come in pairs in TARDIS first aid kits, as Gallifreyans have two hearts.

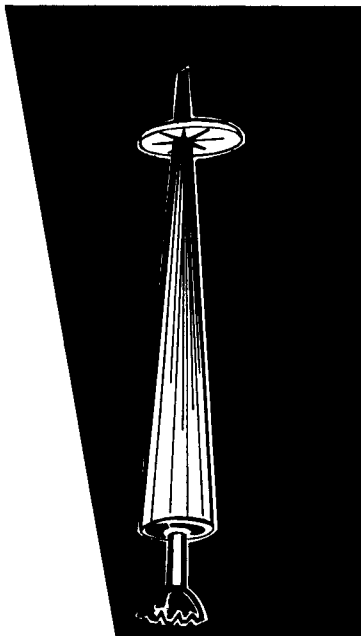


THE
**DOCTOR
WHO**
ROLE PLAYING GAME

CIRCULATORY CONSTRICTOR

When applied to a wound, this device electronically constricts blood vessels, stopping bleeding and giving the torn vessels a chance to repair themselves. At highest power settings, it can stop the bleeding of even a major vessel. It does not, however, repair a large vessel. It merely stops blood loss while a repair is made by more conventional means. This function, however, can be vital, especially in the field where an injured person would otherwise die of blood loss before medical help could be obtained.

This pen-sized device has a small ridged emitter at one end and a power adjustment dial at the other.



HEALING ACCELERATION DRUGS

Long ago, Gallifreyan biochemists isolated factors in most humanoid physiologies that govern the efficiency of the healing process. Gallifreyan healing acceleration drugs may be given in varying doses to most mammalian upright humanoid beings to improve the healing factor. They are effective against any sort of normal physical damage, such as blood loss, tissue damage, effects of poisons, non-invasive trauma (like electric shock), and debilitating effects of disease organisms.

They are not effective on non-humanoid creatures or those of other than mammalian origin. They also are ineffective against genetic damage or damage to cell nuclei, such as might occur with radiation poisoning.

These drugs should be used with care, however, as they suppress the conscious mental functions during their effective period. A patient using such drugs will remain in a comatose state while they are in effect, but will have a greatly increased healing factor as a result.

MAGNETIC CAST

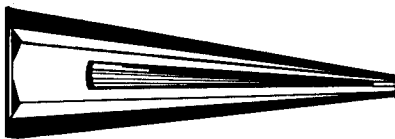
The magnetic cast, which is made of metal gauze activated by a magnetic field, replaces the archaic rigid-material cast in all applications. It has advantages over those made out of rigid materials, because it is much lighter, and allows air to circulate freely.

The silvery, gauze-like mesh is wrapped around the limb to be immobilized, and a box about six centimeters square and one centimeter thick is attached magnetically at any point. A small key is then removed from the box, activating its magnetic field, which causes the gauze to become rigid, immobilizing the limb. The key must be inserted to release the gauze. The long-life powerpack lasts for months without recharging, as the magnetic field uses very little power.

The key system is used to prevent the patient from accidentally deactivating the field. In case the key is misplaced, replacements are available in any TARDIS clinic, or are easily fabricated with equipment aboard the TARDIS.

NERVE BLOCK

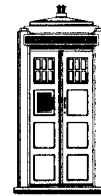
The application of this pen-sized device to a small area of the body shuts off the nerve endings that transmit pain, providing a safe and foolproof method of instant anesthesia. The nerve block action does not affect motor control, and wears off by itself in 30 minutes or so, even if it is not reversed by the device. The nerve block is used for anesthesia during surgery, as well as for relieving the pain of severe injury, burns, and so forth.



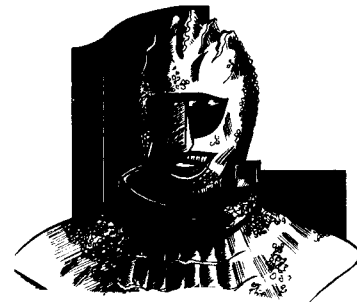
PLASTIFLESH BANDAGE

This bandage material is applied over a wound, burn, or other injury, and sprayed with a special solvent. It softens and molds itself to the skin, taking on the color and texture of the skin within 30 seconds. It prevents contamination of the injury, allows it to breathe, and serves as a mild antiseptic. The bandage does not need to be removed, as it is gradually absorbed by the body.

Pinkish-brown when applied, the set-up bandage is virtually invisible except at close range. It comes in 15-cm-square sheets that can easily be torn or cut into smaller sizes.



MISCELLANEOUS HARDWARE



ARMOR, ICE WARRIOR

The green mail armor worn by the Ice Warriors is made of a metallic substance that protects against normal weapons like chainmail, and also serves to damp out the effects of sonic weapons such as their own sonic disruptors. All sonic weapons are ineffective against wearers of this type of armor.

DALEKANIAM

Dalekanium is a synthetic metal alloy invented by Davros and produced by Dalek technology. It is a rich but erratic power source in its energized raw form. The primary utility of energized dalekanium is as an explosive. Depleted and processed, it is a metallic substance lighter than aluminum but stronger than steel. Depleted metallic dalekanium forms the outer armored casing of the Dalek robot bodies themselves.

DWARF STAR ALLOY

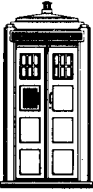
This super-dense material, taken from stellar masses that have collapsed in upon themselves, is an excellent shielding material. It is often used as hullmetal for hyperspace vehicles. It is also used to imprison temporally sensitive races.

DYNATROPE

This machine, created by the Krotons, turned mental power and intelligence into energy. The Krotons, a crystalline race, used energy created from the mental power and intelligence of a slave race to bring themselves out of suspended animation. To prevent its further use, The Doctor destroyed the dynatrope.

IONIZER

This machine intensifies a star's heat on selected planetary areas, bringing about weather control. This device was used to prevent a second ice age on Temporal Nexus Point *Earth* after the ionization layer of the planet's atmosphere was depleted. Because the ionizer produces tremendous amounts of heat, an improper setting can melt rock, and anything covering it, over a large area.



ROBOTS

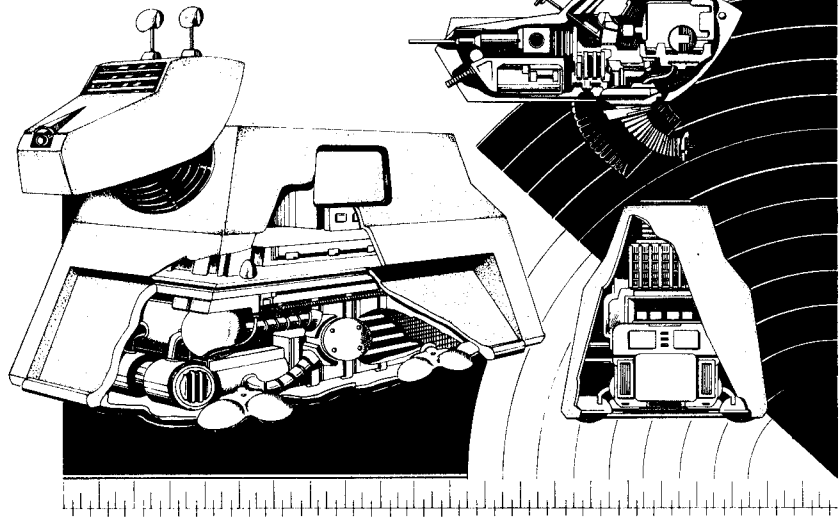
CYBERMAT

These small robotic devices, constructed by the Cybermen, are used for antipersonnel attack and systems sabotage. They can be programmed to attack specific targets and are usually used to infect organic populations with gene-tailored diseases.

Cybermats look like very large metal insects, with two visual scanners, a pair of antennae, and dozens of metal cilia for locomotion. Each is about 35 centimeters long, with a rounded front body and a telescoping, pointed tail. The forward section is rimmed by multiple tiny legs (cilia) used for locomotion and touch sensing. Two electronic eyes forward and atop the miniature robot act as visual scanners; on early models, these were faceted with black center pupils, but on later models, these are smooth, glowing, white photoreceptors. The earlier models also had two small whip antennae, used both to receive commands and to home in on brain waves. The later models replaced these vulnerable antennae with a less delicate system embedded in a spined ridge along the back of the Cybermat.

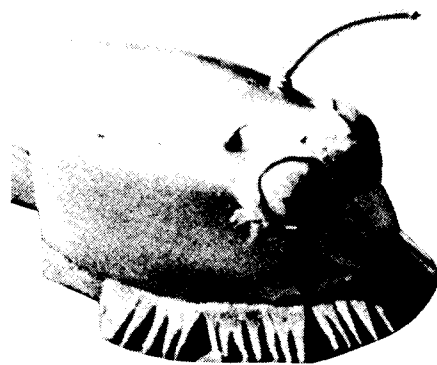
Cybermats respond to electronic commands or preprogramming provided by the Cybermen. Cybermats are not extremely fast on the ground, and they rely mostly on stealth for attacking, but their strong mechanical legs make them capable of leaps of one or two meters. They can home in on brain waves and attack living beings, attaching themselves and sinking claw-like probes on their underside into the flesh. Once they are attached to flesh, they are very tenacious and difficult to remove. They also can insinuate themselves into machinery, sabotaging circuits with their legs and underbelly claws.

Cybermats have very tough silvery outer armor, which is impervious to most small arms fire. Their eyespot photoreceptors are small targets, but more vulnerable. Their brain-wave receptors and homing devices may be confused by the arcing of strong electrical currents, which may cause them to wander erratically.



K-9

A K-9 unit is a mobile, self-powered, robotic computer and sensing device. It is perhaps the most versatile portable system ever devised for field work. Its dog-like external shell actually contains a computer system capable of many useful functions. It can correlate vast amounts of data and reach conclusions based on it. The unit also can gather its own data, using visual sensors, a radar-like tracking sensor, a retractable computer data communications probe, wide-spectrum radio receiving equipment, and an array of chemical and energy receptors. With this vast assortment of analysis equipment, a K-9 unit can follow a chemical trail, detect the presence, direction, and relative strength of energy sources, analyze the chemical composition of substances, and read data from and re-program computers.



A K-9 unit's data output is just as versatile. It is capable of rather eloquent speech and contains a small hard-copy printer and a visual display unit. It responds to authorized voice commands, remote control signals, or commands typed into its top-mounted operator's console. The unit seems to be fully sapient, as it can distinguish authorized users (friends) from others, make decisions on its own, based on limited data, and choose alternate courses of action when pre-programmed instructions prove inadequate.

K-9 units also exhibit such qualities as loyalty, friendship, honor, and trust, which lead their owners to see them as companions and friends, and not just as useful machines. They also have a strong sense of the difference between good and evil. For these reasons, K-9 units are often referred to as 'he' instead of 'it'. In the words of The Doctor, "K-9 is not just a good dog. He's my second-best friend!"

K-9 units move about on powered casters at about the same speed of a walking man, but they are not designed to cope with stairs or ladders. They are, however, light enough for a single person to carry, though their bulky bodies make them awkward burdens.

The K-9 unit is also equipped for self-defense. The Mark I prototype contained only a simple laser weapon, equal in power to a laser pistol. The Mark II and Mark III prototypes were equipped with a more versatile photon weapon that is similar to the Gallifreyan staser pistol in range and power, but also has a disintegration setting equal in power to that of a disruptor pistol. The upgraded Mark I production model also has this weapon.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME

History Of The K-9 Unit

Invented by Professor Marius of New Heidelberg University on Temporal Nexus Point *Earth* in the year 5000 (Earth dating), the original K-9 was a gift to The Doctor and his companion Leela when they left that era. K-9, consciously designed to resemble a dog, developed a strong attachment to Leela, who aided the Doctor in freeing Gallifrey from the Vardan/Sontaran invasion. When Leela stayed behind on Gallifrey to marry Andred, Commander of the Citadel Guards, K-9 stayed with her. He is still on Gallifrey with his mistress and her husband.

The Doctor, who had been planning to make some improvements in K-9's power system, tracking equipment, and defensive armament, installed these improved systems instead in a new Mark II version. The second prototype K-9 was programmed using duplicates of the Mark I's memory banks; it is aware it is a different K-9, but still has the original's memories. This K-9 became attached to another of The Doctor's companions, Lady Romanadvoratrelundar of Gallifrey. He remained with her in E-Space, after being badly damaged there.

The Doctor did not construct another K-9 companion for himself, but did retain the programming tapes from the Mark II version, taken soon before the E-Space incident. Later, he sent a K-9 identical to the Mark II to his former companion Sarah Jane Smith on Earth in the 20th century. This K-9 unit was intended to aid the somewhat impulsive reporter in her work, and to serve as a mechanical bodyguard. It remains on 20th-century Earth.

The utility of the K-9 unit thus demonstrated, the Celestial Intervention Agency requested the cooperation of Leela in obtaining the specifications of K-9 and a duplicate set of programming tapes. In return, the CIA upgraded her K-9's components to the level of later models. The K-9 programming tapes and construction plans she provided have been used to construct other K-9 units for use by field operatives.



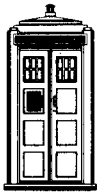
YETI

The true Yeti of Earth are peaceful, shy creatures. Their mechanical counterparts, however, were controlled by the Great Intelligence. These intelligent, mechanical Yeti are decidedly not peaceful. Possessed of incredible, superhuman strength and endurance, the robot Yeti have a small silver control sphere inside their chests, which is directed by the manipulation of small replica Yeti. Though the Yeti were considered destroyed by the Second Doctor after two encounters, at least one cropped up on Gallifrey, summoned by Borusa with the Time Scoop of Rassilon for the Game of Rassilon. There may indeed be others that survived.

THE
**DOCTOR
WHO**
ROLE PLAYING GAME



Biodata Extracts



THE DOCTOR

Race: Gallifreyan Time Lord
Age: 750 +
Sex: M
Number Of Regenerations Used: 5

Attributes:

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

Combat Statistics:

AP: 7
Armed Combat, Sword: Level V
Armed Combat, Staser Pistol: Level III
Unarmed Combat
 Venusian Ahki-Do: Level IV

Special Abilities:

Telepathy Level III

Significant Skills:	Prof. Level:
Environmental Suit Operation	IV
Gaming	IV
Leadership	V
Life Sciences	
Botany	III
Exobiology	IV
Zoology	III
Medical Sciences	
General Medicine	
Gallifreyan	V
General Medicine, Human	V
Psychology, Human	VI
Military Sciences	
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	IV
Mathematics	V
Physics	IV
Security Procedures	
Concealment	IV
Disguise	II
Lockpicking	V
Stealth	IV
Surveillance	III

Social Sciences	
Archeology, Earth	IV
Political Science	III
History, Earth	V
History, Gallifrey	V
History, Galactic	V
Space Sciences	
Astronomy	III
Astrophysics	IV
Navigation	IV
Streetwise	V
Technology	
Astronautics	IV
Computer Systems	IV
Cybernetics	III
Electronics	IV
Force Field Systems	III
TARDIS Systems	V
Temporal Science	VI
Vehicle Operation	
Aircraft	III
Ground Vehicles	IV
Water Vehicles	III
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

First Incarnation

In his first incarnation, The Doctor was a slender, stooped, elderly man whose high cheekbones, thin-lipped mouth, and often severe expression gave him an air of austere superiority. His long white hair was brushed straight back from a high, receding hairline and curled upward at the base of his neck. In this form, The Doctor wore a black Victorian frock coat, checkered trousers, striped vest, winged collar, and tie; he sported a ring with a brilliant blue gem on the middle finger of his right hand.



DISTINGUISHING PHYSICAL CHARACTERISTICS



Second Incarnation

In this incarnation, The Doctor appeared middle-aged, with a rough-hewn face and a mop of straight, dark-brown hair hanging just above his eyes. He wore a dark frock coat, a blue shirt, and checkered trousers. His blue-and-white polka-dotted bow tie was usually worn loose, dangling off-center at his shirt's open collar. When he ventured outside into a cold climate, he often wore a bulky fur coat, conveniently tied shut with a length of secondhand rope. He carried a recorder (flute) wherever he goes.

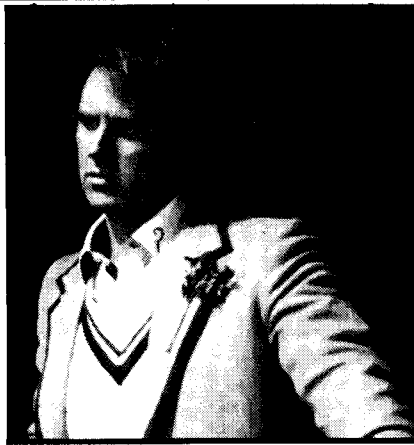
Third Incarnation

In his third form, The Doctor again appeared middle-aged, with rumpled, curly, silver hair, luxuriant sideburns, and a firm, jutting jaw. He usually wore a black or red Victorian-era velvet smoking jacket, a ruffled white shirt, black bow tie, and a scarlet-lined black cape. In this incarnation, The Doctor's flamboyant appearance was reinforced by his firm bearing and graceful, athletic movements.



Fourth Incarnation

In his fourth incarnation, The Doctor appeared as a tall, lanky man with a tangled mop of curly red-brown hair, prominent blue eyes, and an open expression; this form has been affectionately described as "all teeth and curls". He wore a long, reddish-brown frock coat, a floppy hat, and a distinctive seventeen-foot-long scarf with multi-colored stripes. From time to time, The Doctor affected a brown plaid vest with a dull red neckcloth knotted at the collar of his white shirt. This form lacked the dexterous grace exhibited by his third incarnation and often tripped over his own scarf.



Fifth Incarnation

Ironically, The Doctor's fifth form looked younger than any of his others. In this incarnation, The Doctors appeared as a middling-tall, slender, good-looking man with longish, straight blonde hair parted vaguely on the right. His pleasant, boyish face was unlined and unwrinkled. In this form, he always dressed in a white cricket sweater, a tan frock coat with a single orange stripe around each forearm and with an orange trim along the lapels and front, baggy, multi-colored, striped trousers, and ankle-high, white tennis shoes. He kept a fresh celery stick pinned to his left lapel at all times. In addition, The Doctor owned a wide-brimmed Panama hat for protection against the elements.

Present Incarnation

In his present incarnation, after his fifth regeneration, The Doctor is both larger and odder-looking than any of his previous selves. He is nearly as tall as in his fourth form and is heavyset; his curly sandy hair is usually a tangled mess. His red plaid coat has yellow cuffs and is worn over two different waistcoat halves sewn haphazardly together. The Doctor wears baggy, straight-leg pants with stripes of yellow and black, and he wears green shoes with orange spats. A blue-and-white polka-dotted neckcloth completes his eye-catching and stomach-twisting ensemble.



BRIEF PERSONAL HISTORY

After most of his family was killed during an attempted coup fomented by The Master, The Doctor and his granddaughter Susan fled Gallifrey in a stolen Type 40 TARDIS. After arriving on Temporal Nexus Point *Earth*, he enrolled Susan in Coal Hill School in London. Soon he found himself mixed up with two of her would-be teachers and other human Companions in a series of adventures through Earth's history and the universe.

Among other things, The Doctor helped defeat a Dalek invasion of the Earth in 2164 AD, foiled a Dalek plot to wipe out all of Earth's history using a Time Destructor, and prevented the Cybermen of Mondas from draining Earth's energies. He even encountered his old adversary, The Master (then disguised as the Meddling Monk), and stopped him from helping Harold defeat William the Conqueror at the Battle of Hastings.

At last, however, The Doctor's exertions caught up with him. He'd grown too fond of his first body and had delayed its regeneration too long. Worn out by his efforts against the Cybermen, The Doctor lay dying, unable to will his own regeneration. Fortunately, the cybernetic core of his TARDIS was able to trigger the needed process.

After his regeneration, The Doctor again came face-to-face with the threat posed by the Daleks, this time meeting the Emperor Dalek itself. Later, he beat back no fewer than three invasions launched against the Earth by the Cybermen, bested two Ice Warrior expeditionary forces, and fought off the Great Intelligence and its fur-covered robots, the Yeti.

All these dangers, however, paled in comparison to that posed by the War Chief, a renegade Time Lord who had given a race of aliens the technology they needed to travel in time. These aliens had kidnapped vast numbers of soldiers from Earth's past and were pitting them against one another in an effort to build an invincible army for Galactic conquest. The Doctor was forced to appeal to Gallifrey for help against this menace. The Inner Council intervened, executed the War Chief, and

then arrested The Doctor for his interference in external affairs. He was taken back to Gallifrey, forcibly regenerated, and sentenced to exile in Earth's 20th Century.

Though his exile was lifted on occasion, he spent most of his third regeneration in the late 20th Century on Earth. He even accepted a position as a science advisor to the United Nations Intelligence Taskforce (UNIT). Over a period of roughly five years, The Doctor helped Brigadier Alastair Lethbridge-Stewart and his men defeat the insidious plans of a wide variety of enemies, including, the Nestene Consciousness, the Silurians and Sea Devils, and the Sontarans, and the Axons. More importantly, The Doctor's old enemy, The Master, reappeared to plague him. Acting either alone or in concert with alien allies, The Master made at least eight separate attempts to either kill The Doctor or to conquer or destroy the Earth. Though The Doctor managed to foil every attempt, he never quite managed to permanently imprison his treacherous adversary.

The Inner Council pardoned The Doctor after he defeated an attempt to destroy the universe. Omega, the Time Lord pioneer who had been trapped in antimatter universe for over a hundred



thousand years, began draining Gallifrey's energy with a black hole in a desperate effort to return to this universe. When it became clear that he could never escape, he resolved to drain the universe of all its energy. Using its last energy reserves, the Inner Council violated the First Law Of Time and brought all three of The Doctor's incarnations together to stop Omega's plan. The Doctors managed to trick Omega into touching a positive-matter artifact, the second Doctor's recorder. The resulting matter-antimatter contact turned Omega into a fiery supernova.

Though once again able to travel through time and space, The Doctor continued to work with UNIT. After several forays against enemies in both the past and the future, his luck ran out while leading a rebellion of human slaves against a race of giant spiders on the planet Metebelis 3. The Doctor was forced to destroy the Great One, a vast mutated spider, with the Blue Crystal, but the energies it released fatally injured him. Dying, The Doctor fled back to Earth where the Tibetan monk Cho-Je, an incarnation of the Time Lord K'Anpo, accelerated his regeneration .

For a short time, The Doctor in his fourth regeneration continued his association with UNIT, helping to defeat invasions by the Zygons and the Kraals and rounding up a group of power-hungry scientists seeking world domination. Working separately, he also managed to thwart the schemes of the Mandragora Helix, Eldrad the Kastrian, and the god-like Sutekh, last of the Osirians. He even found time to stop a last-ditch Cyberman attempt to destroy Voga, the planet of gold. Gradually, The Doctor found himself more and more involved in the affairs of other worlds and other times, though he never gave up his deep-rooted interest in the Earth and its inhabitants.

In one of his most important missions, the Inner Council sent The Doctor to the planet Skaro in a futile attempt to stop Davros from creating the Daleks. Though he failed to complete this assignment, he did alter history enough to offer the hope that the Dalek menace might someday be overcome.

Shortly afterward, The Doctor voluntarily returned to Gallifrey in an effort to prevent the assassination of the Lord President. Instead, he found himself arrested, tried, and convicted for allegedly committing that very crime. The Doctor nominated himself as a candidate for the Presidency to delay his scheduled execution, and used that time to prove that The Master and Chancellor Goth were the real assassins.

Exonerated, The Doctor resumed his travels in time and space, encountering the deadly war criminal Magnus Greel, a Rutan invasion of the Earth, and the life-eating Fendahl. Then, The Doctor suddenly journeyed back to Gallifrey

and claimed his right to the position of Lord President. Though his actions were wildly eccentric, completely unprecedented, and even seemed foolhardy, it later became clear that The Doctor's sole purpose was to defeat a combined Vardan-Sontaran invasion aimed at Gallifrey itself.

After abdicating his position, The Doctor was chosen by the White Guardian to assemble the six widely scattered pieces of the Key To Time. The Guardian needed the Key to avert chaos and restore balance to the universe. Another Time Lord, the Lady Romanadvoratrelundar (Romana) was assigned to help him in his quest. Though they faced a wide variety of dangers, the two Time Lords successfully completed this mission, and The Doctor scattered the segments of the all-powerful Key before the evil Black Guardian could get his hands on it. In order to escape the Black Guardian, The Doctor equipped his TARDIS with a Randomizer, forfeiting all directional control over the machine.

Oddly enough, their very first random journey took them to Skaros, the Dalek homeworld. There, they captured the newly unearthed Davros before his vicious creations could use him to help break their stalemated war with another robot race, the Movellans. Eventually, The Doctor and Romana found themselves temporarily trapped in E-Space, a coexistent Universe. Romana chose to remain in E-Space, but The Doctor escaped and travelled to the Union of Traken. Once there, he was enmeshed in another of The Master's plots to gain absolute power and a new regeneration. Though able to stop The Master from conquering Traken, The Doctor couldn't prevent him from stealing the body of the Consul Tremas.

Secure in his new body, The Master tracked The Doctor to Logopolis, where he had gone in an attempt to get his TARDIS' faulty chameleon circuit repaired. Unfortunately, The Master's machinations upset the delicate block transfer computations used by the Logopolitans to prevent the heat death of the entire Universe. Faced with the prospect of complete annihilation, both The Master and The Doctor joined forces to replace lost Logopolis with the giant computers of the Pharos Project on Earth. Naturally, The Master then tried to blackmail the universe by holding the Pharos Project hostage. The Doctor stopped him, but only at the cost of a fatal fall, prompting his regeneration.

After narrowly escaping a deadly trap set by The Master, the newly regenerated Doctor soon found himself fighting off a new series of villains intent on conquering the Earth, or, if they were a bit more ambitious, the whole universe. In rapid succession, The Doctor defeated a Terileptil invasion of the Earth and barely stopped yet another Cyberman attempt to blow the planet up.

The Master soon reappeared to haunt The Doctor with another timenapping plot. He captured the passengers and crew aboard two Concorde SSTs and dragged them back 140,000,000 years through time to serve him as slave labor in an effort to breach the stone walls protecting a powerful alien race, the Xeriphins, then trapped on the Earth. Though The Doctor rescued the captives and outwitted The Master, he was once again unable to capture his rival.

Later, Omega's second attempt to escape his antimatter universe nearly caused The Doctor's execution. Omega suborned a member of the Inner Council and together they plotted to bond The Doctor's material body with Omega's antimatter form, allowing Omega to return to the real Universe. Although their first attempt failed, Lord President Borusa ordered The Doctor back to Gallifrey in order to prevent Omega from trying again. Believing it to be the only way to safeguard Gallifrey and the Universe from Omega, Borusa regretfully ordered The Doctor's preventive execution. Fortunately, The Doctor managed to uncover the traitor within the Inner Council and was able to force Omega back into the antimatter universe.

No sooner had he escaped this danger than his old nemesis, the Black Guardian tracked him down and planted an agent on board the TARDIS itself. Though the Guardian's first attempt to destroy The Doctor failed, his second, made during a race through space run by the Eternals, nearly succeeded.

After meeting and beating these two great challenges, the weary Doctor quickly found himself entangled in still another of The Master's subtle plots against the Earth's history, and then, just as quickly, mixed up with a group of Silurian and Sea Devil survivors making a new effort to rid the Earth of the ape primitive trespassers. He disposed of both these threats, but ran headlong into his old arch-enemies, the Daleks.

While visiting the planet Androzani, The Doctor and Peri both stepped into poison. Though The Doctor obtained the antidote, in carrying Peri back to the TARDIS, he dropped half, leaving only enough to save her. He was forced into regeneration.

His regeneration being unstable, The Doctor sought to atone for his past by becoming a hermit on Titan III, an uninhabited asteroid. Like most of his



plans, this one was interrupted because he encountered a Time Lord friend and former teacher, who was involved in kidnapping children. In dealing with this, The Doctor and Peri destroys an evil, telepathic gastropod. Subsequently, The Doctor was drawn to Earth, where he confronted the Cybermen, who intended to use a captured time-travelling ship to prevent the destruction of Mondas in 1986 AD; working with Cryons, The Doctor aborted the Cybermen's plot and destroyed the ship.

Subsequent-interventionary efforts have not been reported, and only the sketchiest information is available. It is believed that The Doctor once again encountered The Master, who was in the company of another renegade Time Lady known as The Rani. Furthermore, he is thought to have encountered his second incarnation while preventing another Sontaran invasion of Mutter's Spiral. As other details are reported, this entry will be updated.

PERSONALITY

Motives/Desires/Goals

The Doctor's deepest convictions prompt him to take action wherever he finds injustice or evil – a position 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 universal wisdom of honesty, justice, and fair play. He applies this code to all he meets, hoping always for the best, and ever-ready to look for good in the midst of evil.

Manner

In his first incarnation, The Doctor is best described as an irascible, eccentric, and often sarcastic old man. He had very little patience with the failings, faults, and ignorance of ordinary humans and a conscious sense of his superiority as a Time Lord. As he cuttingly remarked to Ian Chesterton, one of his first Companions, "And I tell you this, schoolmaster, before your ancestors turned the first wheel, the people of my civilization had reduced travel in the fourth dimension to a game for children." Nevertheless, his ill-humor was tempered by flashes of dry wit and an imperfectly-concealed concern for his human Companions.

In his second incarnation, The Doctor's personality almost completely reversed itself. He was cheerful, friendly, and much easier to get along with than his first form was, also being comic, extravagant, and unpredictable. With his trusty recorder and impromptu jigs, the second Doctor seemed less an all-powerful Time Lord than a wandering, tramp magician.

In contrast to his second incarnation's clownish mannerisms, The Doctor in his third form almost always appeared serenely confident, capable, and in complete control, though addicted to



flamboyant, heroic gestures and actions. His involvement with humans, their planet, and their history grew in this form, and, as UNIT's scientific advisor, The Doctor soon became humankind's unofficial protector. He was avidly interested in gadgets and vehicles of all kinds, almost completely abandoning the use of his TARDIS and preferring instead to travel about in an antique yellow roadster named Bessie or in the Whomobile, a vehicle of his own design.

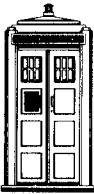
In many ways, The Doctor's fourth regeneration was more eccentric than any of his previous personalities. In this form, The Doctor's manner shifted at a moment's notice from unbounded and vibrantly energetic to wandering and abstractedly lethargic. Nevertheless, he was always governed by unquenchable curiosity and amazing (and often unjustified) self-confidence. In this form, The Doctor was happiest when travelling to new times and new worlds, hating to stay in one place for very long. At times, his conversation was very difficult to follow, as he forgot that other people's minds did work as quickly or eccentrically as his. This form was witty, charming, and occasionally unconsciously arrogant; quite fearless, all too often he was so interested in what was going on around him that he forgot to be scared.

Furthermore, in his fourth incarnation, The Doctor had a passionate concern for all forms of life, whatever their size, shape, or composition. The sight of injustice or evil was guaranteed to prompt his intervention, no matter how strenuously he swore to himself not to get involved. This form was not as physically oriented as he was in his third body. He openly abhorred unthinking violence, though he was forced to admit that a "good thumping" often proved necessary.

The Doctor's fifth form was much more reckless than his predecessors, making mistakes that unnecessarily endangered his Companions. He often showed the abrupt irritation so typical of his first form, but any sting from his cutting remarks was quickly erased by his ready wit and obvious sense of fun. Despite these minor character flaws, he showed quiet, steady resolve that endeared him to his human Companions. This form shared his third form's protective attitude toward Earth and its inhabitants, but he was also much less interested in gadgetry than his former selves, often forced to improvise brilliant substitutes using ordinary, everyday household objects.


In his present form, which seems to be unstable, The Doctor is quite egocentric; he enjoys admiring himself and the things he has done. His mannerisms seem very similar to those he exhibited in his fourth incarnation. If anything, he is even more outlandish, eccentric, and witty; his Companions and enemies are often kept in a continual state of confusion by his steady barrage of bad puns, jokes, and complete non sequiturs. The Doctor smiling at his witticisms. He immerses himself in other cultures, and quotes obscure Earth authors constantly. Questions about his unstable regeneration bring fits of manic denial.





INTERVENTIONARY COMPANIONS

The following statistics are prepared on various persons outside the CIA who have been active in past interventional efforts.



Name: PERPUGILLIAM (Peri) BROWN
Race: Human
Sex: F
Approximate Space/Time Coordinates:
 Unknown; with The Doctor


Attributes:
 STR — Level III CHA — Level IV
 END — Level III MNT — Level IV
 DEX — Level III ITN — Level III

Combat Statistics:
 AP: 6

Significant Skills:
 Social Sciences
 Archeology, Earth

Prof. Level:
 II

Appearance:
Height: Average
Build: Average
Looks: Attractive
Apparent Age: Young Adult
Actual Age: 18
Recognition Handle: Elfin face; wide, smiling mouth



Name: SUSAN CAMPBELL
Race: Gallifreyan
Number Of Regenerations Used: 0
Sex: F
Position: The Doctor's granddaughter
Approximate Space/Time Coordinates:
 TNP Earth, 2185 AD

Attributes:
 STR — Level II CHA — Level IV
 END — Level III MNT — Level IV
 DEX — Level IV ITN — Level IV


Special Ability
 Telepathy Level IV

Combat Statistics:
 AP: 7

Significant Skills:
 Physical Sciences
 Computer Science
 Mathematics
 Physics
 Social Sciences
 History, Earth
 History, Gallifrey
 Technology
 Computer Systems
 TARDIS Systems
 Temporal Science
 Vehicle Operation
 Temporal Vehicles

Prof. Level:
 IV
 IV
 IV
 I
 IV
 III
 IV
 II
 IV

Appearance:
Height: Average
Build: Average
Looks: Attractive
Apparent Age: Young Adult
Actual Age: 38
Recognition Handle: Dark eyes



Name: IAN CHESTERTON
Race: Human
Sex: M
Profession: Science Teacher
Approximate Space/Time Coordinates:
 TNP Earth, 1965 AD


Attributes:
 STR — Level IV CHA — Level IV
 END — Level III MNT — Level IV
 DEX — Level IV ITN — Level III

Combat Statistics:
 AP: 7
Unarmed Combat, Brawling: Level II

Significant Skills:
 Administration
 Leadership
 Life Sciences
 Botany
 Zoology
 Physical Sciences
 Chemistry
 Mathematics
 Physics

Prof. Level:
 IV
 III
 III
 III
 V
 IV
 IV

Appearance:
Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 36
Recognition Handle: Bronze tan



Name: JO GRANT
Race: Human
Sex: F
Profession: Security specialist
Approximate Space/Time Coordinates:
 TNP Earth, 1981

Attributes:
 STR — Level III CHA — Level III
 END — Level III MNT — Level III
 DEX — Level III ITN — Level III

Combat Statistics:
 AP: 6
Armed Combat, Handgun: Level III
Unarmed Combat, Martial Arts: Level II

Significant Skills:
 Security Procedures
 Surveillance
 Streetwise

Prof. Level:
 Level III
 Level II
 III
 IV

Appearance:
Height: Short
Build: Slim
Looks: Striking
Apparent Age: Young Adult
Actual Age: 22
Recognition Handle: Clumsy



Name: ZOE HERRIET
Race: Human
Sex: F
Profession: Astronomer/computer scientist of the Space Wheel
Approximate Space/Time Coordinates:
 TNP Earth's space station, 2074 AD

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

Special Ability:
 Enhanced Mentality

Combat Statistics:
 AP: 7

Significant Skills:
 Physical Sciences
 Computer Science VII
 Space Sciences
 Astronomy VI
 Astrophysics V
 Navigation V
 Technology, Computer Systems VI

Appearance:
Height: Short
Build: Slim
Looks: Attractive
Apparent Age: Adolescent
Actual Age: 18
Recognition Handle: Almost childlike appearance



Name: TEGAN JOVANKA
Race: Human
Sex: F
Profession: Airline hostess
Approximate Space/Time Coordinates:
 TNP Earth, 1985 AD

Attributes:
 STR — Level III CHA — Level III
 END — Level III MNT — Level III
 DEX — Level IV ITN — Level III

Combat Statistics:
 AP: 7

Significant Skills:
 Administration V
 Carousing III
 Medical Sciences
 General Medicine, Human III
 Psychology, Human III
 Social Sciences
 Law, British III
 History, Earth III
 Trivia
 Australian Aborigine Language IV

Appearance:
Height: Average
Build: Average
Looks: Striking
Apparent Age: Young Adult
Actual Age: 25
Recognition Handle: Strong Australian accent; great legs



Name: LEELA
Race: Human (Sevateem)
Age: 25
Sex: F
Approximate Space/Time Coordinates:
 Gallifrey, 101,209 TL

Attributes:
 STR — Level IV CHA — Level IV
 END — Level V MNT — Level III
 DEX — Level VI ITN — Level IV

Special Ability:
 Enhanced Dexterity

Combat Statistics:
 AP: 9

Armed Combat:
 Sword Level IV
 Axe Level III
 Thrusting Spear Level VI
 Club Level III
 Dagger, thrown Level VII
Unarmed Combat, Brawling:
 Level V

Appearance:
Height: Tall
Build: Average
Looks: Striking
Apparent Age: Young Adult
Actual Age: 25
Recognition Handle: Flame-red hair; freckles; cat-like grace

Significant Skills:
 Carousing IV
 Climbing V
 Leadership IV
 Military Sciences
 Small Unit Tactics IV
 Trap Discovery IV
 Security Procedures
 Concealment IV
 Stealth V
 Surveillance IV
 Sports, Swimming III
 Wilderness Survival V



Name: BRIGADIER ALASTAIR LETHBRIDGE-STEWART
Race: Human
Sex: M
Profession: Commander of UNIT
Approximate Space/Time Coordinates:
 TNP Earth, 1992 AD

Attributes:
 STR — Level IV CHA — Level V
 END — Level IV MNT — Level IV
 DEX — Level V ITN — Level III

Combat Statistics:
 AP: 9

Armed Combat:
 Knife Level III
 Pistol Level VI
 Rifle Level V
 Machine Gun Level IV

Unarmed Combat:
 Brawling Level IV
 Martial Arts Level III
 Grappling Level III

Significant Skills:
 Administration IV
 Carousing III
 Climbing III
 Leadership VI
 Medical Sciences
 General Medicine, Human II
 Psychology II
 Military Sciences
 Ordinance Construction/Repair III
 Small Unit Tactics V
 Trap Discovery IV
 Trap/Ordinance Disarmament III
 Security Procedures
 Concealment III
 Stealth III
 Surveillance IV
 Social Sciences
 Law, Modern British III
 History, Military III
 Political Science III
 Sports
 Boxing IV
 Swimming III

Streetwise IV
 Vehicle Operation IV
 Ground Vehicle IV
 Water Vehicle III
 Verbal Interaction
 Hagglng IV
 Negotiation/Diplomacy V
 Wilderness Survival IV

Appearance:
Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Middle-aged Adult
Actual Age: 50
Recognition Handle: Uniformed; bold moustache; piercing blue eyes; erect posture



Name: JAMIE McCRIMMON
Race: Human
Sex: M
Profession: Clan McLaren piper, 1746 AD
Approximate Space/Time Coordinates:
 TNP Earth, 1746 AD

Attributes:
 STR — Level IV CHA — Level III
 END — Level IV MNT — Level III
 DEX — Level IV ITN — Level III

Combat Statistics:
 AP: 8

Armed Combat:
 Sword Level IV
 Axe Level III
 Club Level III

Unarmed Combat:
 Brawling Level IV
 Grappling Level IV

Significant Skills:
 Climbing V
 Artistic Expression, Bagpipes VI
 Wilderness Survival IV

Appearance:
Height: Average
Build: Average
Looks: Attractive
Apparent Age: Adolescent
Actual Age: 17
Recognition Handle: Traditional Scottish dress; heavy Highland Scots accent



Name: NYSSA

Race: Traken
Sex: F
Profession: Bioengineer
Approximate Space/Time Coordinates:
Terminus, 75,345 TL

Attributes:

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

Combat Statistics:

AP: 7

Significant Skills:

Engineering
Chemical
Mechanical
Life Sciences, Bioengineering
Medical Sciences
General Medicine
Humanoid
Physical Sciences
Computer Science
Technology
Computer Systems
Cybernetics

Prof. Level:

IV
IV
IV
IV
IV
III
V

Appearance:

Height: Average
Build: Average
Looks: Striking
Apparent Age: Young Adult
Actual Age: 19
Recognition Handle: Aristocratic features



Name: LADY ROMANADVORATRELUNDAR (Romana)

Race: Gallifreyan
Number Of Regenerations Used: 1
Sex: F
Profession: Time Lord
Approximate Space/Time Coordinates:
E-Space, 74,289 TL

Attributes:

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

Special Ability:

Controlled Regeneration

Combat Statistics:

AP: 7
Armed Combat, Staser Pistol: Level II

Skills:

Administration
Environmental Suit Operation
Leadership
Life Sciences, Exobiology
Physical Sciences
Computer Science
Mathematics
Physics
Social Sciences
History, Gallifreyan
Space Sciences
Astronomy
Astrophysics
Navigation
Technology
Force Field Systems
Electronics
TARDIS Systems
Temporal Science
Vehicle Operation
Temporal Vehicles
Verbal Interaction
Negotiation/Diplomacy

Prof. Level:

III
III
III
III
III
IV
IV
IV
III
III
II
II
III
III
VI
VI
VI
VI
II

Appearance:

First Incarnation
Height: Tall
Build: Average
Looks: Striking
Apparent Age: Young Adult
Actual Age: 120+
Recognition Handle: Tall; haughty; curly dark hair
Second Incarnation
Height: Average
Build: Average
Looks: Striking
Apparent Age: Young Adult
Actual Age: 120+
Recognition Handle: Gentle; bubbly; long blonde hair



Name: SARAH JANE SMITH

Race: Human
Sex: F
Profession: Reporter
Approximate Space/Time Coordinates:
TNP Earth, 1981 AD

Attributes:

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

Combat Statistics:

AP: 7
Armed Combat, Handgun: Level II
Unarmed Combat, Brawling: Level II

Significant Skills:

Administration
Artistic Expression,
Journalistic Writing
Leadership
Medical Sciences
General Medicine, Human
Psychology, Human
Security Procedures
Stealth
Surveillance
Social Sciences
Economics
Law, British
Political Science
History, Earth

Prof. Level:

V
V
IV
IV
II
III
III
IV
IV
II
III
III
III

Appearance:

Sports, Swimming
Streetwise
Vehicle Operation,
Ground Vehicle
Verbal Interaction
Haggling
Negotiation/Diplomacy
Height: Average
Build: Average
Looks: Attractive
Apparent Age: Young Adult
Actual Age: 31
Recognition Handle: Smiling expression; luxurious hair



Name: VISLOR TURLOUGH

Race: Trion (posing as Human)
Sex: M
Profession: Political exile (posing as student)

Attributes:

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

Combat Statistics:

AP: 6
Unarmed Combat, Brawling: Level III

Significant Skills:

Carousing
Physical Sciences
Computer Science
Sports, Swimming
Streetwise
Technology, Computer Systems

Prof. Level:

IV
IV
IV
IV
IV
IV

Appearance:

Height: Tall
Build: Slim
Looks: Average
Apparent Age: Adolescent
Actual Age: 18
Recognition Handle: Tattoo of interlocking triangles on left arm; pale blue eyes



Name: BARBARA WRIGHT

Race: Human
Sex: F
Profession: History Teacher
Approximate Space/Time Coordinates:
TNP Earth, 1965 AD

Attributes:

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

Combat Statistics:

AP: 6

Significant Skills:

Administration
Social Sciences, History, Earth
Verbal Interaction
Negotiation/Diplomacy

Prof. Level:

III
V
III

Appearance:

Height: Average
Build: Average
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 35
Recognition Handle: Aloof Expression

