

# Doctor Who Characters

## Message From of the Author

This is the part where I tell all you Rifts® fans who don't know about Doctor Who how to use the RCCs and TARDISEs and stuff. It's also the part where I tell Doctor Who fans about Rifts®, get the Rifts® RPG book from Palladium Books®. Finally, it's the part where I tell Doctor Who/Rifts® fans how to incorporate Doctor Who characters into Rifts®. Doctor Who is the longest running science fiction program ever. It ran thirty years. It's about a character that calls himself the Doctor. He is a rogue from a race called the Time Lords. They are the first humanoid race in their dimension, and have developed time travel technology. They have, however, decided not to interfere with most of time, because of the grandfather syndrome (you could go back in time and kill off your own grandfather, causing you to never have existed, causing you to have never killed your grandfather, etc.). The Doctor got bored with this existence, and has since left Gallifrey, their home planet, to travel the universe, helping people. The Time Lords have, at times, had to discipline him for meddling, but have generally accepted his behavior. He also has a tendency to collect companions, between one and three at a time.

If you want to fit a Time Lord into your games, here are some tips. One, get a nemesis, preferably another Time Lord. Second, TARDISEs can be used to break the dimensional barrier from the vortex and enter another dimension. This is very risky and only has a 10% chance of success, if the TARDIS fails, it will get shot into a random time or place in its home dimension. If it succeeds, it only has a 1% chance of getting back each time the TARDIS tries to. Also, NEVER try to steal a TARDIS. Even if you do take it over, it will probably be mad at you and function with +30% chance to screw up, plus the Time Lords will be after you, and they'll get you, when they do act, they're tough.

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## Doctor Who's Gizmos

### **Irregular Auxiliaries combat armor:**

This armor was designed by the Earth defense forces to fight Daleks in the twenty-fifth or sixth century. It is composed of lightweight, mega-damage fibers that create a nearly skin tight bond. When sealed, it covers the entire body up to the jaw. There is no helmet for it, but any helmet will seal with the jaw line. An I.A. could field convert a helmet and/or back air tank to hook up to their suit in five minutes, roll on any mechanical skill to see if the fit is airtight.

**MDC:** 75

**Wt:** 5 lb.

**Prowl penalty:** none

**Black market cost:** 75,000 credits

Internal heating and cooling (*computer needed*)

Insulated to 200 degrees C.  
Fires ½ damage  
Full radiation shielding  
Semi cloaking from infra-red, ultra-violet, and radar tracking (½ chance or detection)  
*(computer needed)*

### **Wrist computer:**

This is the standard issue computer unit designed for use with the IA armor. It fits on the left wrist or the armor and seals tight. It looks like a black metal bracer with a small, square LCD screen and buttons. It can be accessed by touch controls, talking into it, or linking it to a microphone in the helmet for easier voice access. It can be modified for use with another armor suit, but it trickier.

**MDC:** 10

**Wt:** 3 lb.

**Memory:** 100 gigabytes

**Files:** ID 500 known enemies *(like Demon/monster lore 80%)*

Hacking program *(like computer hacking 98%, needs cable jack to system)*

**Black market cost:** 1,000,000 credits

Controls life support system of the suit

Can regulate suit's oxygen systems if the suit has a helmet and air tanks

Long range radio: range 100 miles, can talk into computer or helmet mike

### **Nitro-nine:**

Invented by the chemist Ace, this is a simple high explosive that blows up in a yellow and purple blast. They come in gray cylinders, about six inches by 2 inches diameter. Pull the tab and throw.

**MD:** 3D6 MD to a ten foot area

**Range:** 100ft

**Black market cost:** 100 credits

### **Neo-Nitro:**

Another of Ace's explosives, this looks like a small, white jawbreaker. When it is popped in the mouth, it is primed, turning a bright red color. Then you can throw it and it will explode like the nitro-nine. If you happen to swallow one, it will merely break-up in your digestive system, will cause heartburn though.

**MD:** 2D6 to a 6 ft area

**Range:** 250ft

**Black Market cost:** 100 credits

### **Standard issue Blaster:**

This is the blaster that the IA gets automatically. It is highly variable and highly destructive. It looks like a large, dark blue handgun, with two knobs. One controls damage, the other controls spread.

**SD:** 1D6, 4D6 **MD:** 1D6, 3D6, 5D6, 1D6\*10

**Spread:** *pin-point:* add 1D6 to damage, -4 to strike, 2x range; *normal (1.5 inch beam):* normal damage; *wide spread (1.5in-5 ft):* 1D6 damage, +3 to strike, 100ft range; *field blast (25ft beam):* -3D6 damage, + 9 to strike, 25ft range.

**Range:** 1000 ft

**Rate:** standard

**Payload (corresponds to damage):** unlimited, 500 shots, 200 shots, 100 shots, 50 shots, 20 shots

**Black market cost:** 700,000 credits

### **Sonic Screwdriver:**

This device looks like a small silver pen. It has a small rotating head that generates a sonic pulse. This can be used to make a mechanical or electrical engineer's job twice as easy, but it's tricky to learn, roll on their skill at -50%, after that it adds 10% to most jobs they do. It can also be used to disrupt a robot or power armor's circuits 50% chance -1% per feet away from the target. This means the maximum range is 49 feet with a 1% chance of success. Complicated and advanced neural intelligences, as well as AIs and cyber systems can not be affected. If a robot is affected, it loses its combat computer, targeting systems, several sensors, and has a 5% chance of knocking out each limb.

### **Tissue Compressor:**

This device is very dangerous. It can shrink a person or object by ten times, changing a six-foot tall person into a Barbie™ doll. This process is lethal and the only person known to use it is the evil Master. It is extremely painful and good and most selfish alignments would never even consider using it.

**Range:** 100 ft

**Charge:** 20 shots

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