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DOCTOR WHO

UNAUTHORIZED ADVENTURES IN TIME AND SPACE



2025 ADDENDUM



6TH DOCTOR
1984 - 1986

EXPANDED UNIVERSE SOURCEBOOK

The Sixth Doctor Expanded Universe Sourcebook
is a not-for-sale, not-for-profit, unofficial and unapproved fan-made production

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in April 2025

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low (bandwidth-friendly) and high (print-quality) formats



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



TABLE OF CONTENTS

Introduction	1	Chapter 3: Monsters and Villains	
Chapter 1: Sixth Doctor's Expanded Timeline	3	The Alliance of Retribution	V140
Chapter 2: Companions and Allies		The Annual Master	V142
Chris	A82	Anthropoids	V143
Harry Sullivan	A84	B'lemyae	V144
Hebe Harrison	A85	The Black Weed	V145
Joe Carnaby	A86	Colonel Thomas Caxton	V146
Queen Perpugilliam	A87	The Complex	V147
Splinx	A88	The Dark Queen	V148
Tarlos	A90	Davarrk	V150
Vislor Turlough	A91	Dronidians	V151
Abbess Ayesha and Charge Tarrow	A92	El Zeddo	V152
Anosia	A94	Everett Marshall	V153
Calypso Jonze	A95	Evolutions of Edgar Allan Poe	V154
Captain Mark Steadman	A96	The Furio	V155
Commander Burrigan	A97	Garth Hadeez	V156
Daniel Defoe	A98	Golden Futures	V159
"The Doctor"	A99	The Grundapor	V160
Dr. Carl Jenner	A100	Havash Khavûl	V161
Duotheros	A101	Haxeen	V162
Elise & Ron Kaplan	A102	Hellion	V163
Elizabeth Rodden	A103	The Hodiad	V164
Ellie Higson	A104	The Holomorph	V166
Gilleans	A105	Imps	V167
H.P. Lovecraft	A106	Lord Darval	V168
Helais	A108	Lord Oliver Erpingham	V169
Helias	A109	Malians	V170
Henry Fielding	A110	The Marficks	V171
Inspector Yrsa Kristjánsdóttir	A111	Miskavel	V172
Ipsilon Foundation	A112	Mr Kempston & Mr Hardwick	V173
Kane and Abel	A113	Mr Quenning	V174
Mack	A115	Mr Rees	V175
Madame Sosostiris	A116	Mrs Chinn	V176
Madge & Zeta	A117	Oliver Akkron	V177
The Maitlands	A118	Ormazoids	V178
Major John Wesley Powell	A120	The Otter	V179
Mari Yoshida	A121	Prehistoric Research Team	V180
Myrna Kendal	A122	Primus Units	V181
Peri and Joe's Children	A124	Princess Isabela	V182
Professor Artemis Vane	A125	Professor Patricia McBride	V183
Prophet Ellis	A126	Profiteers of Ephte	V185
Queen Minaris	A127	Qualar	V186
SIR	A128	The Quins	V187
Tiffany Jenkins	A129	Shikari	V189
Ur	A130	Sir Percy Blakeney	V190
Vanma	A131	Sisters of Serenity	V191
Walter Wibberly	A132	Skeletoids	V192
The Watkins Family	A133	The Solloch	V193
		The Somnifax	V194
		Time Engineer Tasq	V195
		Toraxians	V196

WELCOME TO THE ADDENDUM

Since we last published a *Sixth Doctor Expanded Universe Sourcebook*, we've discovered even more of his extracanonial adventures. The Sixth Doctor hasn't been sitting still, and neither have we. So we're presenting the *Addendum 2025*, catching us up with our garish hero, covering the Big Finish audios that have been released in the years since the core book hit the Internet, as well as a few novels, short stories, comic, and even games! With some measure of pride, we present this booklet filled with original content, we hope a fine addition to your *Sixth Doctor Expanded Universe Sourcebook*. And if you have yet to pick up the original edition of the book, it is still available and chock-full of interesting people, places and things for the Doctor to encounter. On behalf of the entire team, happy reading and gaming!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The Tungsten Warriors
The Urnolds
Valiarks
Verdunkeln
Vervalloochen Agency
Vextyr
Vorton
The Vultriss
The Warlord
Were Lords
Z22 Android

Chapter 4: Locations in Time and Space

Ademus' Hall of Mirrors
Albatross Alpha
The Archipelago of High Dream
Arunopal
The Battle of Antietam
The Battle of Quatre Bras
The Beautiful Planet
Belstar
The Blue Planet
British Telecom Tower, November 1986
Cygia-Rema
Double Helix Station
The EMIT Institute
FERN
The 59th Century
The Freudian Ship
Geminus
Guyenne
The Ishtar Institute
The Janavar Memorial
Koturua
Lindisfarne, 793 AD
Lucidus Silvara
The Ludosphere
Malgar
Mandara
The Medusa
The Memory Farm
The Mindless Facility
Molaruss
ODIN Megastore
Omnia
The Patrician Works
The Pease Pottage Nexus
The Primordial Moon
The Purity Timeline, 21st Century
The Purity Timeline, 26th Century
Pyro Shika
Quan
Quantain
Riff City, Gallifrey
Rijar Lunar Mining Complex
Rim Planets
Rusina
Sontai
The Spire of Ninety Souls
The States of America
The Sun God
Tate Galactic
Taxodon

V197 Timestream Bottleneck L166
V198 Triketha L167
V199 The Unified Kingdom L168
V200 Veludia L169
V201 Zazz L171
V202 Zoda-Kappa L172
V203 Zycros L173
V204
V205
V206
V207

Chapter 5: Gadgets and Artefacts

Authentic Experience Stasis Booth G20
Brain Examiner G21
Central Powers Gateways G22
Drax's Cadillac TARDIS G23
Elevations G24
Emergency Signal Box G25
The Network G25
Psionic Tap Shoes G26
The Rani's Time Destablisers G26
Sentinel Probe G27
Shakespearean Cannon G28
Skimmers G28
Skyriders G29
T.N. Cabinet G30
The Time Continuum G30
TIRU Device G31
Weird Stuff G31

Chapter 6: Expanding the Universe

Off-Off Canon
Tim Trevyl X5

Chapter 7: Adventure Seeds

Appendix: New Trait Index 9

Credits 10



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The television stories represent but a fraction of the Doctor's total adventures. But how do these stories fit in the complete chronicle of his life?

Bold entries represent televised material.

The Twin Dilemma: Suffering from an unstable regeneration, the Doctor deals with the Gastropods that have invaded and destroyed Jaconda.

Attack of the Cybermen: The Doctor and Peri prevent the Cybermen from crashing Halley's Comet into Earth.

Vengeance on Varos: The Doctor meets Sil on Varos, a planet ruled through a sadistic reality show.

Moon Graffiti: The TARDISers fight Pararachnids in Earth's far future.

Grave Matter: Zombies turn up on a mysterious island where genetic experiments are conducted.

Synthesians™: In the 101st Century, synthetic actors are being recruited from the worst possible race.

Shell Shock: The Doctor is stranded on an alien beach with only intelligent crabs and a madman for company.

River of Death: The Doctor and Peri lose the TARDIS in the Grand Canyon in 1869.

Burning Heart: The Doctor and Peri arrive in the Habitat, where the Church of Adjudication runs everything.

The Mark of the Rani: The Doctor and Peri fight the Rani and the Master at the dawn of the Steam Age.

The Forgotten: Peri is falsely accused of murder by the court of an animal people.

Players: The Doctor navigates Winston Churchill's life and times to save him from an alien plot.

The Two Doctors: The Sixth and Second Doctors prevent time travel from falling into the hands of Androgums and Sontarans.

To Cut a Blade of Grass: Peri is curious about the importance of an old friend of the Doctor's.

The Light at the End: The Sixth Doctor and several of his other selves stop the Master's latest plot.

The Authentic Experience: Peri gets trapped in a machine that creates faulty alternate timelines.

Ghost in the Machine: The Doctor muses on the design of an experimental Cyberman.

Under ODIN's Eye: Peri and the Doctor discover that a culture has been gentrified by a Scandinavian mall chain.

Memories of a Tyrant: The Doctor and Peri visit the Memory Farm, where lost memories can be recovered.

The Flight of the Sun God: The TARDIS arrives on a spaceship obsessively themed around ancient Egypt, just as it's about to crash into a sun.

Blood on Santa's Claw: The Doctor and Peri investigate what appears to be Father Christmas' murder.

The Baby Awakes: The TARDIS crew, now including Joe Carnaby, visit the Ishtar Institute.

I Wish It Could be Christmas Every Day: The TARDIS lands in a three-year Christmas party.

Brightly Shone the Moon That Night: The Doctor stumbles on a Time Lord cover-up.

The Doctor's Coat: The Doctor loses his coat on a planet with dangerous weather.

Doctor Who and the Mines of Terror: The Doctor and newly created robotic cat Splinx oppose the Master, who is trying to use a rare material to create a device capable of editing time.

Search for The Doctor: When Omega captures the Doctor in 2056, it's up to a local youth, K-9 and Drax to save the day.

The Garden of Evil: Investigating a universe-wide outbreak of famines, the Doctor uncovers the secrets of an ancient mechanical religion.

Invasion of the Ormazoids: The Doctor fights the cyborg forces of Lord Darval, ruler of the worlds at the universe's rim.

The Wings of a Butterfly: The Doctor interferes with a doomed planet's history on behalf of a Time Lord tutor.

Blue Box: The Doctor visits the dawn of the computer age, i.e., the 80s!

Battle Planet: The Doctor and Peri are roped into a war between two odd alien races.

Day of the Dragon: The TARDIS crew investigate a fiery murder in Edwardian England.

The Real Hereward: In 1066, the Doctor meets Hereward the Wake.

The Deathly Weed: A visit to an old friend of the Doctor's turns dire due to a robotic infection.

Vorton's Revenge: A species devastated by the Time Lords exacts revenge by kidnapping the Doctor.

The Time Savers: The Doctor and Peri uncover a disastrous experiment to create human time travel in 1996.

The Mystery of the Rings: Aliens try to teleport to the English countryside via an ancient stone circle.

Davros: Davros tries to make the Doctor believe he's reformed.

Cryptobiosis: The TARDIS lands on a sailing ship in 1901, one that might not make it to port.

Dr. Sixth: The Doctor and Peri are brought to the Blue Planet by the Rani.

Virtually Indestructible: The Doctor and Peri puzzle over aluminium-based lifeforms.

The Thousand Year Thaw: The Doctor and Peri visit the frozen planet Zycros during a thaw which occurs once every millennium.

A Handful of Stardust: The Doctor and Peri meet astrologer John Dee in 1572.

The Hunting Ground: The Doctor becomes the suspect in a murder investigation in present-day Iceland.

Timelash: The Doctor retrieves H.G. Wells from the planet Karfel.

Escape from Holy Island: In 783 AD, the Doctor, Peri and H.G. Wells help the monks of Lindisfarne defend their priory against monstrous alien raiders.

Potential Energy: In 1812 the Doctor and Peri are on the trail of a creature they have dubbed the Potentialiser.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Trouble in Paradise: The TARDIS lands on the *Santa Maria* in 1492.

Recorded Time: The TARDISers find themselves at the court of Henry VIII, where the tragic Anne Boleyn will soon be discarded by her King in favour of Peri.

Paradoxicide: On the legendary lost planet of Sendos, the Doctor and Peri find themselves caught up in the hunt for the fabled Armoury.

A Most Excellent Match: Peri visits the Austen Experience in 2351.

Question Marks: The Doctor, Peri and others find themselves at the site of a disaster, without their memories.

1963: The Space Race: The Doctor and Peri try to save a Soviet space capsule in trouble.

Revelation of the Daleks: The Doctor finds Davros on a cemetery planet, making a new breed of Dalek.

The Ruins of Heaven: The Doctor and Peri visit a highly commercialised after-life.

The Nightmare Fair: The Doctor runs into the Celestial Toymaker in 1985 Blackpool.

The Ultimate Evil: The Doctor and Peri's holiday in a peace-loving land coincides with the arrival of an unscrupulous arms dealer.

Mission to Magnus: The Doctor meets many enemies on Magnus, including Sil, the Ice Warriors and his bully at the Prydonian Academy.

Leviathan: The TARDIS lands in a Medieval society, where Herne the Hunter is out to cull the population.

The Hollows of Time: The Tractators make a comeback in a sleepy English village.

Paradise 5: The Doctor investigates a friend's disappearance on Targos Delta, when angelic entities show up.

Point of Entry: Peri and the Doctor meet Christopher Marlowe in Elizabethan England.

The Song of Megaptera: Space whalers capture the TARDIS by mistake.

The Macros: When the Philadelphia Experiment goes wrong, the carrier is taken to an alien planet, with the Doctor in tow.

The Guardians of Prophecy: The TARDIS lands on the home planet of the Melkur.

Power Play: During a nuclear power crisis, Victoria Waterfield meets the Doctor again.

The First Sontarans: The Doctor meets the Sontarans in 1872 and discovers their origins.

Whispers of Terror: The Doctor and Peri battle a monster made of sound.

..ish: A dangerous meme is let loose at a lexicographers' conference.

The Reaping: Peri is returned home four months after she left, but the Doctor returns after her mother is killed by Cyberman technology.

Murmurs of Earth: A dark asteroid belt far from Earth appears to house strange humans.

State of Change: The Doctor and Peri visit an alternate Roman Empire that has anachronistic technology.

Palace of the Red Sun: The TARDISers evade fanatical gardeners on Esselven Minor.

Vampire of the Mind: While a homesick Peri rests on Earth for a while, the Doctor faces the Master on an English island.

Gone Fishing: The Doctor takes William fishing on an alien planet and makes him his companion for a number of adventures. All were wiped

from history by the Eighth Doctor to stop a Time Lady from embarking on her murder spree.

Doctor Who and The Warlord: The Doctor combats an enemy Time Lord's warmongering, first on the planet Quantain and then during the Waterloo Campaign.

The Shape Shifter: Frobisher meets the Doctor and becomes his newest companion.

Voyager: The Doctor and Frobisher meet the renegade Time Lord Astrolabus in Antarctica, and the evil entity haunting the Doctor's dreams.

War-Game: The Doctor and Frobisher are sold into slavery and are drawn into a Draconian's quest to reclaim his daughter.

Kane's Story/Abel's Story/The Warrior's Story/Frobisher's Story: The Doctor, Frobisher and the recently returned Peri join a legendary alliance to rid the universe of the Skeletoid Empire.

Profits of Doom!: The TARDIS crew tries to escape capitalistic slug aliens.

The Gift: A party at the rock and rollin' planet of Zazz turns deadly.

Prisoners of Time: The TARDIS next lands in the year 7214, where a nature preserve is keeping the last penguins alive.

The World Shapers: Jamie meets his final fate on Planet 14, while travelling with the Doctor, Peri and Frobisher. The latter will soon leave the crew of the time-ship after these events.

Crisis in Space: Turlough re-joins the TARDIS to stop an artificial black hole from being activated in Earth's solar system.

Race Against Time: The TARDIS makes a desperate trip to a planet filled with traps to destroy the Rani's most powerful weapon.

Mission to Venus: The TARDIS lands on a sailing ship carrying out an important mission; could the voyage be as cursed as the crew believe?

Slipback: The TARDIS lands on a starship whose computer wants to take them back to the beginning of time to reboot the universe.

The Fellowship of Quan: The Doctor encounters an old enemy in the catacombs of a dead world.

Time Wake: An investigation into a primitive time machine uncovers a plot to replace Britain's prime ministers with robot duplicates.

Interface: The Time Lords manipulate the Doctor into clearing up a temporal disturbance.

Beauty and the Beast: A planet with traditionally attractive rulers has an ugly secret.

Retribution: The Doctor and Peri encounter insectoid invaders who have a personal grievance with humanity.

Davarrk's Experiment: In a supposedly haunted country house, Peri and the Doctor encounter a mad alien scientist.

The Radio Waves: The Master plans to become King of England via mass hypnosis.

Power to the People: The Doctor and Peri meet a being who claims to be God.

Hall of Mirrors: The TARDIS lands in a mysterious hall of mirrors housing an ancient secret.

Something Borrowed: While investigating the culture of a Las Vegas-modelled world, the Doctor and Peri investigate a suspicious bride involved in an important marriage.

Prime Winner: Peri notices a man who looks just like her stepfather at a space casino.

Year of the Pig: The Doctor and Peri meet a villainous alien pig in 1913.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Emissary of the Daleks: Peri and the Doctor visit a planet conquered by the Daleks, but there isn't a Dalek to be seen.

Plight of the Pimpernel: The Doctor poses as the Scarlet Pimpernel!

The Mysterious Planet: The TARDIS lands on Ravalox, a society ravaged by fire from the sky and split in two. It hides a dark secret about the Time Lords.

Breaking Bubbles: The Doctor and Peri find themselves in the palatial gardens of the deposed Empress Safira Valtris.

Of Chaos Time The: Cast adrift in his own chronology, the Doctor must avert the consequences of a catastrophic experiment in using time as a weapon of war.

An Eye for Murder: A case of poison pen letters at St Ursula's College threatens to change the course of the Second World War.

The Curious Incident of the Doctor in the Night-Time: The Doctor fights an alien gnome.

The Shadows of Serenity: The TARDIS arrives on a planet that doesn't live up to its brutal reputation.

Mindwarp: Another encounter with Sil on Thoros Beta leaves Peri stranded. Several timelines diverge from here due to Time Lord interference, but in most, Peri survives and marries King Yrcanos.

Interstitial Insecurity: During his trial, the Doctor is assisted in choosing a future adventure to support his case by a Matrix construct.

The Trial of a Time Lord/The Ultimate Foe: The Doctor is put on trial for various offences by the Valeyard. As a result he meets Melanie Bush, known as Mel, for the first time.

The Wrong Doctors: The Doctor returns Mel to Pease Pottage so he can meet her there later, but he's already there. Whoops!

Time of Your Life: The Doctor faces the Network and its nasty programming. He meets Grant Markham.

Killing Ground: The Doctor returns Grant to his homeworld, where Cybermen are culling the population.

The Wormery: The Doctor goes on a date with Iris Wildthyme, but the venue is not what it seems.

Excelsis Rising: The Doctor returns to Artaris 1000 years after his last visit.

The Carrionite Curse: The alien witches hit 1980s Birmingham.

The Lure of the Nomad: The Doctor fights a killer robot on a drifting space hulk. First appearance of companion Mathew Sharpe.

Iron Bright: In 1828, the Doctor helps exorcise the Thames Tunnel.

Hour of the Cybermen: A Cyberman plot comes to fruition in 1980s Britain, but the Doctor and UNIT are on the case.

Piece of Mind: When the Doctor is wounded mid-adventure, Captain Jack Harkness pretends to be his new incarnation.

The Acheron Pulse: The TARDIS lands on Cawdor, in the middle of a war.

Her Final Flight: An assassination attempt leaves the Doctor delirious.

I.D.: The Doctor traipses through Obsolescence Valley, trying to avoid Scandroids and Data Pirates.

Fortunes of War: The Doctor faces the ghosts of dead soldiers on the closing day of World War I.

Peri and the Piscon Paradox: The Doctor meets an alternate version of Peri who was returned to Earth safely and has since become a TV therapist. Also, they fight fish-like aliens.

Wink: The Sixth and Tenth Doctors fight Weeping Angels on planet Lucidus Silvara.



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The Marian Conspiracy: Evelyn Smythe begins her TARDIS travels with a trip to meet Queen Mary.

The Spectre of Lanyon Moor: The Doctor and Evelyn team up with the Brigadier to investigate a haunted Cornish moor.

The Sirens of Time: While Evelyn waits in the TARDIS, the Doctor visits the temporal anomaly known as the Kurgon Wonder.

The Apocalypse Element: The Daleks attack Gallifrey. The Doctor and Evelyn have to help President Romana.

Bloodtide: The Sixth Doctor meets Silurians in the Galapagos Islands.

Project: Twilight: The TARDISers face the Forge and the vampiric Dusk.

The Sandman: The TARDIS lands amid a fleet of spaceships cursed... with the Sandman.

Mortlake: The Doctor and Evelyn meet astrologer John Dee in 1568.

Jubilee: The Doctor is trapped in an alternate timeline where the Daleks invaded Earth in 1903.

The Crimes of Thomas Brewster: The Doctor helps DI Menzes with a bad case of Terravores, meets future companion Flip Jackson, and takes in former companion Thomas Brewster.

The Feast of Axos: Axos returns in the 21st Century, but so does the Doctor, along with Evelyn and Brewster.

Industrial Evolution: The Doctor returns Brewster to 19th-Century Lancashire, but brass works machines are taking over.

Doctor Who and the Pirates: Evelyn and the Doctor meet the pirate Red Jasper

Real Time: The Doctor trades in his Technicolor coat for a blue one, and faces new-and-improved Cybermen that are causing a temporal paradox.

Project: Lazarus: The Doctor returns to the Forge to help one of its agents.

Arrangements for War: Evelyn meets Rossiter on the planet Világ, and ponders leaving the Doctor's side.

Medicinal Purposes: The Doctor and Evelyn stumble upon grave diggers in 1828 Scotland.

Pier Pressure: A malevolent species that feeds on suffering lands in Brighton in 1936.

The Nowhere Place: The Doctor and Evelyn find Time's End, an anomalous space behind a special door.

A Town Called Fortune: The Doctor investigates a wanted poster with his face on it in the Old West.

100 Days of the Doctor: Someone has assassinated the Doctor. And he only has one hundred days to find out who did it.

My Own Private Wolfgang: Evelyn and the Doctor meet an anomalously-old Mozart.

100 BC: Evelyn gets the chance to meet a young Julius Caesar.

Bedtime Story: The Doctor deals with a curse that affects an entire family.

Assassin in the Limelight: Someone has tampered with Lincoln's assassination; the Doctor must set it right. Soon after this, Evelyn returns to Világ and marries Rossiter over the Doctor's objections.

The Maltese Penguin: The Doctor crosses paths with Frobisher again.

The Wrong Doctors: The Doctor goes to Pease Pottage to meet his destiny in the form of Mel. But his past self is there dropping her off. Whoops!

The Shadow in the Glass: The Doctor teams up with the Brigadier to investigate a mystery from World War II.

Trial of the Valeyard: The Doctor is returned to the Time Lord court, but

this time, it's the Valeyard that's on trial.

Jago in Love: Jago, Litefoot and Leela meet the Sixth Doctor posing as Professor Claudius Dark.

The Maltese Penguin: The Doctor returns to Frobisher to ask him to travel with him again. Frobisher accepts.

Mission: Impractical: The Doctor and Frobisher join Glitz and Dibber's gang to pull off the crime of the century.

The Holy Terror: On Eugene's World, the TARDISers are taken for holy messengers at a time of upheaval.

The Age of Chaos: The Doctor tries to stop a civil war between Peri's grandchildren. In this, Frobisher's last adventure with the Doctor, they also visit a version of Peri that became Yrcanos' queen.

The Ratings War: Beep the Meep is back and is set to dominate the airwaves.

The Terror of the Darkness: The Doctor helps UNIT overcome an entity known as the Darkness. Emily and William become short-term companions.

The Ultimate Adventure: Having recently saved Jason from the guillotine during the French Revolution, they meet Crystal fighting the Cybermen. She joins the crew to fight the Emperor Dalek.

Face Value: The Doctor and his companions foil a Chameleon plot on a living planet.

Beyond the Ultimate Adventure: The Doctor, Crystal and Jason quest for the treasure of Ultima Thule. The companions leave the TARDIS some time after this.

Second Sight: The Doctor and Romana separately tangle with the mounting danger represented by the psychic Mr. Rees.

The Condemned: Charlotte Pollard joins the Sixth Doctor's adventures after leaving the Eighth, always careful not to reveal she knows him already. They help DI Menzies (for whom this is her first meeting with the Time Lord) with the investigation of a peculiar murder.

The Doomwood Curse: The Doctor and Charlotte meet notorious highwayman Dick Turpin, and something entirely more dangerous.

Brotherhood of the Daleks: The TARDISers are psychologically tortured on the Dalek-held Spiridon.

The Red House: The Doctor and Charlotte land on a planet inhabited by werewolves.

The Avenues of Possibility: The Doctor and Charley fight an invasion from the 18th Century on DI Menzies' shift.

These Stolen Hours: A time disturbance leads the TARDIS to a DNA research station in space.

Born to Die: The Doctor is a suspect in the murder of a Sontaran.

Return of the Krotons: Krotons are reactivated in the mines of Onyakis.

The Raincloud Man: Charlotte and the Doctor plunge into Manchester's criminal underbelly to solve a mystery.

Patient Zero (Part 1): After she contracts a virus, the Doctor puts Charlotte in the Zero Room while he tries to locate the source of the cure.

Urgent Calls: The Doctor answers a viral wrong number.

Patient Zero (Parts 2-4): After years of looking for a cure, the Doctor heads for the Amethyst Viral Containment Station. But while he crosses paths with time-travelling Daleks, Charlotte is replaced in existence by Mila.

Paper Cuts: The Doctor and Mila visit Draconia.

Blue Forgotten Planet: The Doctor encounters the Viyrans again, and

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Charlotte is restored, but leaves the Doctor's company (and memory) to travel with the Viyrans.

City of Spires: The Doctor is reunited with Jamie in 18th-Century Scotland. After they fight space leeches together, Jamie starts his travels again.

Night's Black Agents: Still in Scotland, the Doctor and Jamie accept a Reverend's hospitality, but find something afoot in his castle.

The Wreck of the Titan: The TARDIS lands on the doomed *RMS Titanic*.

Legend of the Cybermen: The Land of Fiction is under threat from the Cybermen, and the truth of Jamie's last few adventures is revealed, causing him to leave the TARDIS once again.

Jago & Litefoot Series 3: The TARDIS crashes in the Thames during the Victorian era, during which time the Sixth Doctor sometimes interacts with Jago & Litefoot.

Voyage to Venus: The Doctor, Jago and Litefoot visit Venus in the far future.

Voyage to the New World: The Doctor, Jago and Litefoot find themselves the captives of Natives in the New World.

The Curse of Davros: Flip Jackson joins the Doctor aboard the TARDIS after helping him defeat a Dalek incursion at the Battle of Waterloo.

The Fourth Wall: Flip is snatched from the TARDIS by a telecommunications mogul.

Wirrn Isle: The Wirrn are back, this time to threaten Nerva City.

Stage Fright: Flip and the Doctor see a play at Jago's theatre.

Antidote to Oblivion: 24th-Century Britain is bankrupt, and Sil is looking for a permanent solution to its problems.

Vortex Ice: Flip and the Doctor find alien life frozen in a Mexican mine.

Cortex Fire: The Doctor investigates a strange case of spontaneous combustion on the planet Festin.

The Brood of Erys: Flip is carried away by the impish Drachee.

Scavenger: The TARDIS visits the events surrounding a space mission to clear out the space debris around Earth. Flip was later returned home.

The Widow's Assassin: The Doctor meets yet another version of Peri and saves her from a brain parasite that had taken her over on Thoros Beta. She starts travelling with him again.

Masters of Earth: The TARDIS lands during the Dalek occupation of Earth, a year before the First Doctor defeats them.

The Rani Elite: The Doctor and Peri meet a new incarnation of the Rani. At some point after this, Peri stops travelling with the Doctor.

The Headless Ones: In 19th-Century Africa, the Doctor and Peri join an expedition to find a lost tribe.

Like: The Doctor investigates the truth behind a subscriber-led society on planet Rusina.

The Vanity Trap: The Doctor and Peri meet a film star with a mysterious past entangled with theirs.

Conflict Theory: Peri forces the Doctor to seek counselling from Sigmund Freud.

Harry Houdini's War: The Doctor teams up with Houdini during World War I.

Last of the Cybermen: The Sixth Doctor teams up with Jamie and Zoe (in the middle of their travels with the Second) to investigate a Cyberman monument.

The Day of the Doctor: The Sixth Doctor helps save Gallifrey in the last minutes of the Time War.

The Four Doctors: The Daleks unleash a temporal maelstrom that throws four incarnations of the Doctor together.

Academic Notes: The Doctor tangles with Mr. Silhouette in a library.

Criss-Cross: The Doctor works as a code-breaker during World War II and meets Constance Clarke, who becomes his next companion.

Planet of the Rani: The Rani hopes to create a race of new gods.

Shield of the Jötunn: The Doctor and Constance must deal with Frost Giants in the early 21st Century.

The End of the Line: A commuter train has lost its way, leading the TARDISers to tangling with the Master and the Valeyard.

Order of the Daleks: A monastic order on the planet Strellin is hiding a new Dalek threat.

The Darkened Earth: Constance and The Doctor visit a German village, fighting a nocturnal horror on enemy soil.

Colony of Fear: The Doctor and Constance help a colony rid itself of giant insects.

One for All/The Murder of Oliver Akkron/Elevation: The Eleven invites the Doctor and Constance to witness his experiment to elevate his people to a new level of consciousness.

Absolute Power: The Doctor and Constance stumble upon an archaeological mission to the dead world of Teymah.

Quicksilver: The Doctor is reunited with a time-transported Flip in 1940s Vienna, where Constance gets some terrible news about her husband.

The Behemoth: The Doctor, Constance and Flip uncover unpleasantness in Georgian-era Bath.

The Middle: Flip wants to celebrate Constance's birthday on the leisure planet Formicia.

Static: The TARDISers visit a caravan park receiving transmissions from beyond the grave. Sometime after this, Flip and Constance leave the Doctor's company.

Cry of the Vultriss: The TARDIS crashes on a planet where bird-like aliens are waiting for Ice Warrior ambassadors.

Scorched Earth: The Doctor, Flip and Constance fight a fiery creature in post-liberation France.

The Lovecraft Invasion: The Doctor, Flip and Constance hunt a weaponised mind-parasite that has latched onto H.P. Lovecraft.

The End of the Beginning: Several incarnations of the Doctor prevent the universe from being destroyed by a spatio-temporal event.

Sibling Rivalry/Children of the Revolution: On the planet Geminus, the Doctor, Constance and Flip must survive a civil war, invading Sontarans and a pair of bickering brothers who are after the Doctor's head!

World Enough and Time: The Doctor steals River Song's job at Golden Futures.

The Eye of the Storm: River Song helps the Doctor survive the Great Storm of 1703.

Together in Eclectic Dreams: The Doctor takes Mel to the Archipelago of High Dream to rid her of her nightmares.

Gone Too Soon: Several trips, including a gig with the Beatles and the final death of the Doctor's old mentor, K'anpo Rimpoche.

Masterpiece: Jago and Litefoot track down the Master. They're going to need to Doctor's help.

Judoon in Chains: The Doctor defends a Judoon in court.

Business Unusual: The Doctor must rescue the Brigadier from the Nestene

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

with the help of Mel, who then (finally!) starts travelling with him.

The Deal: The Doctor makes an odd deal for an odd interstellar agency.

Intuition: While Mel skis at a Swiss resort, the Doctor investigates the mysteriously precognitive staff.

The Queen of Clocks: The Doctor and Mel find themselves in a castle under siege from Clockwork Droids.

Fairy Tale of New New York: Mel and The Doctor visit a suspicious catkind medical ship at Christmas.

Mel-Evolent: A visit to the TARDIS theatre turns grim when Mel discovers an evil doppelganger.

Doctor Who and the Rebel's Gamble: Re-joined by Harry Sullivan, the TARDIS lands amid the American Civil War, where a time-shifted soldier is trying to change time for a Confederate victory.

The Juggernauts: The Doctor and Mel find Davros in a colony, as a Mechanoid threat looms.

Catch-1782: Mel runs afoul of a Grandfather Paradox when exploring her own family's history.

Millennial Rites: Two different utterly alien beings are brought together at the turn of the Millennium, reconfiguring reality itself.

Thicker Than Water: The Doctor visits Evelyn one final time on Világ.

The One Doctor: Mel and the Doctor meet impostors.

Terror of the Vervoids: The TARDISers investigate a murder aboard a cruise liner and fight the plant-like Vervoids.

The Wishing Beast: The Doctor and Mel are promised their fondest wishes by the strange Applewhite sisters.

The Vanity Box: The Doctor suspects shenanigans at a trendy salon in 1965.

Spaceport Fear: The TARDIS lands in a war-torn spaceport where a creature lurks.

The Death of Peladon: The Doctor and Mel arrive on Peladon on the brink of environmental disaster.

The Mind of the Hodiad: A powerful psychic called the Hodiad is manipulating the Galactic Stock Exchange for its own benefit. But why does it wear the Doctor's multi-coloured coat?

The Exaltation/The Firstborn: In order to choose a successor from his quintuplet sons, King Otho of Arunopal sets them a challenge: the throne will go to the first of them to bring him the head of the Doctor!

The Trials of a Time Lord: The Doctor uncovers the secret of Cyberia, a prison camp run by the Cybermen... or is it?

The Seeds of War: Mel and the Doctor join the struggle for survival on a planet subjugated by the Eminence.

The Doctor and His Amazing Technicolour Nightmare Coat: The Doctor and Mel attempt to get his coat back from a mercenary otter.

The Ultimate Poe: Searching for Edgar Allan Poe, the Doctor and Mel find themselves trapped in a series of life-threatening scenarios based on his works.

The Rotting Deep: Hebe Harrison starts to travel with the Doctor and Mel after dealing with an alien menace on a North Sea oil rig.

The Tides of the Moon: The TARDIS visits the Moon a billion years in the past, when it was a water world.

Maelstrom: The Doctor, Mel and Hebe find themselves on an archipelago beset by electromagnetic storms and something worse in the waters below.

The Dream Nexus: Earth's empire in the far future is under threat when the Network holding it together collapses.

The Mindless Ones: The TARDISers visit Hebe's friend in Sheffield, but she's transforming into something... alien.

Reverse Engineering: Mel and Hebe go undercover in a genetics lab that promises eternal youth.

Chronomancer: The Doctor and his friends are caught in the crossfire between a time criminal and a "chronomancer" while travelling to 26th-Century Sheffield.

Broadway Belongs to Me!: The Doctor and Mel search for Hebe in 1930s New York.

Purification: Still searching for Hebe, the Doctor and Mel investigate a series of attempts to change the timeline of Elizabeth Rodden.

Time-Burst: The Doctor attempts to destroy the anomaly that has erased Hebe from history.

Girl in a Bubble: The TARDIS returns to Hebe's time, but finds her history completely changed.

The Corruptions: Still in the Purity timeline, the Doctor struggles to escape Pease Pottage Services.

The Wrong Side of History: The TARDIS crew find themselves inside a plastic-domed city in the Purity timeline's future. Hebe leaves the ship some time after this point.

The Quantum Archangel: A new version of TOMTIT has been built, and Chronovores are sure to follow.

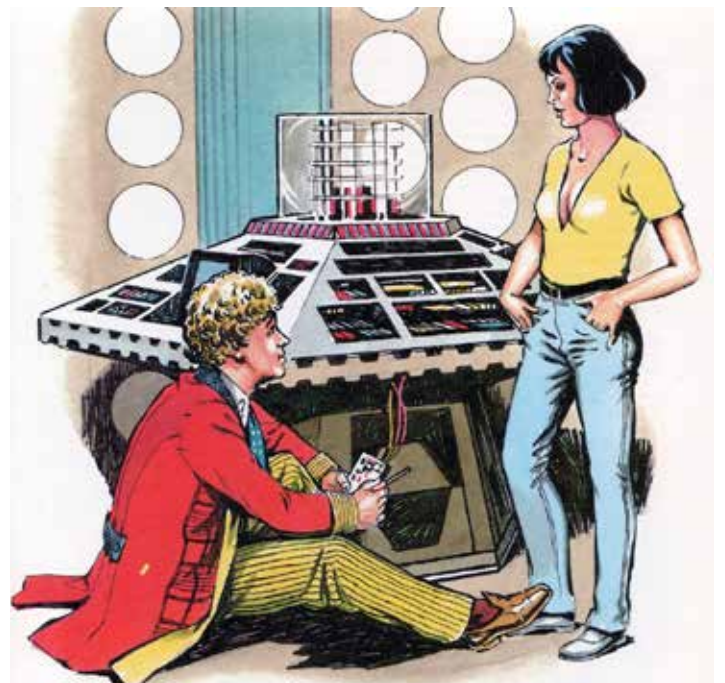
Instruments of Darkness: The Doctor, Mel and Evelyn run afoul of a shadow government who turns out to be an alien entity.

Spiral Scratch: The multiverse starts to unravel because of the actions of the Lamprey Family.

The Brink of Death: A final confrontation with the Valeyard causes the Doctor to make the ultimate sacrifice.

Time and the Rani: The Sixth Doctor regenerates into the Seventh.

Gallifrey: Disassembled: In a parallel timeline, President Romana gets help from an alternate version of the 6th Doctor.



COMPANIONS

CHRIS *(1st in Search for the Doctor)*

Chris lived a dull, standard life for a kid of the 2050s. Then he opened an old crate left to him by Sarah Jane Smith, a family friend. He became the proud owner of a K-9 unit and quickly became wrapped up in a search for the Doctor that took him to the FERN station (see L105), where he saved the Time Lord and Earth from the evil designs of Omega!

Go to paragraph 2 and try again.

A boy who might have once been named Chris was separated from his family at a young age, becoming a wild child marooned in a misty New Guinean jungle. Developing unusually potent psychic powers, the boy was eventually found by the Gallifreyan Rescue Effort (see L148) sent to relocate humans suffering from the Great Famine plaguing Earth since 2359. The Time Lords let him train his abilities to become a translator, enrolling him in an academy. After only a day, he was graded with the second lowest possible “future capability” ranking of Delta-Delta, only one step above Theta-Sigma. A garishly dressed Time Lord called the Doctor nicknamed him “Wings” (reflecting his desire to fly away) before spiriting him away to uncover the dark secrets of Prophet Ellis (see A126) and the garden of evil on Mandara (see L125).



CHRIS



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 2, Craft 1, Fighting 1, Knowledge 1, Marksman 1, Medicine 1, Science 1, Subterfuge 2, Survival 1, Technology 1, Transport 2

TRAITS

Brave
Clumsy
Eccentric (Minor) – Zones out completely while making decisions, then jumps into his choice single-mindedly
Face in the Crowd
Lucky
Impulsive
Insatiable Curiosity
Inexperienced x2
Time Lord Mentor – The Doctor

TECH LEVEL: 5

STORY POINTS: 18

Roll a die, then go to paragraph 3 to make another attempt.

Chris was an average kid who loved science fiction, first encountering the Doctor in 1986. The duo visited the Rim Planets (see L151) and foiled the Invasion of the Ormazoids (see V178), wherein Chris nicknamed himself “Ixio” after a random readout on a TARDIS screen. The Doctor felt that Chris was a dependable kindred spirit, and frequently dropped by to take him on TARDIS trips. Making an effective trio with Peri Brown, they stopped Garth Hadeez (see V156) from



creating a crisis in space, boarded the *Medusa* (see L127) on its mission to Venus, and ran a race against time on Pyro Shika (see L144).

Peri liked Chris well enough, but didn't care for his tendency to single-mindedly chase an idea once he had it. The Doctor was more concerned by Chris's habit of drifting off into reveries during critical moments, as if mentally rolling dice to decide the best outcome. Still, they both greatly appreciated the boy's enthusiasm, the experienced travellers having their eyes reopened to the excitement of time and space through their young friend.

The Doctor couldn't help but feel like he'd met Chris before. An odd déjà vu not dissimilar to the one his eleventh incarnation felt upon meeting Clara Oswald. He could swear Chris looked and sounded just like that psychic jungle boy, as well as the child who inherited K-9. Could the boy be an unwitting trap set to lure the Doctor into terrible danger, or a helpful one to assist the Doctor in situations he wouldn't have survived alone? Has he been

YOU AND CHRIS

Chris is the protagonist of the *Make Your Own Adventure With Doctor Who* range of gamebooks. As is common for books in the genre, Chris is presented as "You", with all of the narration written with the reader in his shoes and making his decisions. As most of these books oddly present other characters meta-textually remarking on "your" character Traits, as well as one of them even giving Chris a name, we found it appropriate to write an entry detailing him as an entity in his own right instead of a mere blank slate.

If you don't want to play a standard companion, you may take inspiration from Chris and play as a similar character each time the game switches to a new adventure, but with a few different Traits and contextualising details to make them feel like a new entity. You could make this the story arc of a campaign, with your Time Lord trying to solve the mystery of why they keep running into this PC, or you could go in the opposite direction and have the entire party playing slightly different versions of their baseline characters each session!

introduced into the Doctor's life by a figure like the Toymaker, simply wanting to add more chaos and unpredictability into already hectic circumstances? Or is this all just one improbable coincidence?

When combating Hadeez, the Doctor and Turlough made cryptic comments implying that Chris could "redo" the mission repeatedly until they were successful. Could this be related to his quirk of disassociating just before making decisions? Interesting to note is the resemblance this possible ability would have to the capabilities of the Resurrectionists (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*). Could Chris even be one of them himself, somehow taking human form and drawn to the Doctor after fleeing his dimension? Whatever the truth of Chris's identity is, it's time for him to find his fate!

For the 2056 version of Chris, change his Technology Level to 6 and add the Traits Friends (Minor) – Drax, and Pet – K-9.

For the 2359 "Wings" version of Chris, change his Technology Level to 1 and add the Traits Distinctive – Long white hair, Psychic, Outsider and Telepathy.

You may wish to give Chris a version of the Another Lifetime Trait, and/or Vortex (Special) – Chris can spend 1 Story Point to declare this timeline a "Bad End" and wind back time to his last major decision and make a different choice of actions to avoid his previous worse fate.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HARRY SULLIVAN (*Doctor Who and the Rebel's Gamble*)

By 1986, it had been a few years since Harry Sullivan had left UNIT and had his subsequent encounter with EAR (see *The Fourth Doctor Expanded Universe Sourcebook*) while working under NATO, the now forty-four year old starting to take interest in developing vaccines. Harry was surprised when the Doctor stopped by for a chat, his old friend having changed his face (and unfortunately, his coat) since their last meeting. He accepted the offer of a short, nostalgic trip in the TARDIS, for old times' sake... of course, this ended up extending into quite a few less-than-short trips as they tried to get him back home, the old girl being as reliable as ever.

Still, Harry took things in his stride and contributed the best he could to help his friends out of scrapes, just like those earlier days of travelling. He developed a rapport with Peri Brown, as she reminded him of another old friend, Sarah Jane. Cheery (and

LOCUM COMPANIONS

The gamebook *Doctor Who and the Rebel's Gamble* was originally written to star the TARDIS team of the Fourth Doctor, Sarah Jane and Harry. The publishers made the last-minute decision to replace the fourth incarnation with the incumbent sixth, and Sarah Jane with Peri. Harry couldn't be so easily replaced, so they simply added mentions of him being retired from UNIT. We've chosen to represent Harry as how other sources (including his solo story, *Harry Sullivan's War*) detail him at this point in his life. According to Virgin Books, Harry later became Deputy Director (and then Chief of Staff!) of MI5. To depict Harry then, replace mentions of NATO with MI5 and alter his stats at your discretion.

This serves as an example of how easy it is to just mix and match Doctors and companions as you wish, without sweating the small details... unless you want to, of course. The Doctor could simply visit an old friend and offer them a quick trip, assist them for a personal mission (see A91 for an example) or some force could be mixing them up and retconning memories to believe the current combination has always been the status quo.

For example, how would Amy and Rory react to the Seventh Doctor's manipulative nature, especially if all three of them thought he had taken the Eleventh's place of little Amelia's childhood imaginary friend? Could the First Doctor hope to get the Fifth's crew in order? Could the Universe's eardrums survive the combination of Sixth Doctor and Donna Noble? Of course, this is a fascinating prospect if your own campaign has lasted long enough to have distinct casts and dynamics!

Existing stories that mix casts include Big Finish's Locum Doctors trilogy (*The Defectors*, *Last of the Cybermen* and *The Secret History*), and Sarah Jane and K9 meeting the Tenth Doctor in *School Reunion*.

HARRY SULLIVAN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2 (AoE: Cricket), Convince 2, Fighting 3, Knowledge 1 (AoE: The Navy), Marksman 3, Medicine 4, Science 3 (AoE: Biology), Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS

Brave
Clumsy
Face in the Crowd
Friends (Minor) – NATO
Lucky
Obligation (Major) – NATO
Tough
Unadventurous (Minor)
Voice of Authority

TECH LEVEL: 5**STORY POINTS: 12**

clumsy) as ever, Harry found himself frequently surprised by the radical differences in personality the Doctor exhibited since they had last travelled. Admittedly, he was a bit irritated by the fellow's tendency to sit around fishing when he was supposed to be getting him back home!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HEBE HARRISON *(1st in The Rotting Deep)*

Hebe Harrison was born without the full use of her legs. They're not paralysed, and she can stand for brief periods with the aid of a stick. But for most of the time, she's confined to a wheelchair. Not that she wants anyone's pity, nor their help! She's fed up with getting unasked for advice, or being told how she must feel, or somebody touching her wheelchair without asking, let alone pushing it! One "wheelchair bonus" she does have though is fantastic upper body strength, which she jokingly describes as like having the arms of an Olympic shot-putter!

Hebe is a very spiky person. She's tough, but angry for much of the time. In fact, a lot of the time she fights very hard to be angry rather than scared. She can argue her own case, and she long ago swore that she'd never ask anyone to do anything for her bigger than "pass the salt". Underneath though, she has compassion; she just finds it difficult to show compassion to herself.

Ever since she was a kid, Hebe has loved the wonders of the sea and the beauty of its marine life. When she was a child, her mother took her to see *The Little Mermaid*. Hebe became angry and made a big scene when Ariel gains legs and chooses to leave the sea. Her mother thought it was something to do with Hebe's disability, but it was because she couldn't understand why Ariel would want to give up being a mermaid.

When she left school, Hebe studied marine biology at Sheffield Hallam University and has since earned a doctorate, though she doesn't use the title – after all, "who does?" While at university, she formed the *Lame Ducks* club to reclaim the slurs. They're a group of friends united in their imperfections, including her best friend Elise (see A104).

One of the tutors she met, though not for her studies, was Evelyn Smythe (see A6), one of the Sixth Doctor's former travelling companions. The *Lame Ducks* became one of Evelyn's pet projects, and she gave each of them a care package containing a voluminous, hand-knitted, multi-coloured sweater, a chocolate cake and an emergency button to stick to the back of their mobile phones. Evelyn said that, if pressed, the button would send her a message and she would come running.

When Hebe had need to press the button, she was working on *Albatross Alpha* (see L91), a former oil rig in the North Sea. Hebe was there to review its artificial coral reef and recommend whether or not the rig should be removed. But there were disappearances among the crew, and the survivors were now under attack from the local wildlife. The emergency button sent an SOS to the TARDIS, but Evelyn was no longer travelling with the Doctor, so it was he and Mel who arrived in response. After Hebe overheard them talking about their travels, she asked to come with them. Hebe often calls Mel "Melanie-Mel", as that's how she first introduced herself: "I'm Melanie. Mel."

HEBE HARRISON

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

Convince 4, Knowledge 3, Medicine 2, Science 4 (AoE: Marine Biology), Subterfuge 2, Survival 1, Technology 2

TRAITS

Argumentative
Brave
Friends (Minor) – The *Lame Ducks*
Impaired (Major)
Impulsive
Insatiable Curiosity
Stubborn
Unthreatening

EQUIPMENT

Wheelchair
Walking stick
Mobile phone with SOS button to the TARDIS

TECH LEVEL: 5

STORY POINTS: 12



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

JOE CARNABY (*Blood on Santa's Claw*)

Joseph Carnaby, *Arcadia Rising's* frontman, is a rising star of the '80s English pop-rock scene. He's done *Live Aid*, released loads of music videos, and is known for having Paul McCartney as a mate and Lou Reed as an enemy. He met Peri when she was in the audience of his 1985 *Top of the Pops* performance. He approached her after the show, they hit it off, and their love blossomed. Joe's a goofball who makes Peri laugh, but with a clear intelligence behind a laid-back nature. He was surprised to find out about Peri's travels and accepted her invitation into the TARDIS.

Joes often finds travel in the TARDIS overwhelming. To hide this, he's prone to making excuses to stay back and catch his breath, like recording a music video in a tunnel to avoid exploring Naxian silver mines (see *L107*). The Doctor is irritated that Joe is only with them because of his relationship with Peri and not for the thrill of adventure, while Peri insists that the Doctor should accept that Joe is part of her life.

After a few trips to the 59th Century, Joe suggested to Peri that they leave the Doctor and settle down there, finding the era such a vibrant place. There are religions that worship anything, even one devoted to him! Plus, what's the point in all the good they do, compared to the sheer infinity of time and space?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Joseph Carnaby is the fabricated persona of a centuries old Were Lord (see *V206*) from Gallifrey. He's the son of Lord Lycaon (see *L163*), whose platoon deserted and settled on Earth in 1500BC. Joe shares his father's cunning. First recognising the Doctor as a Time Lord in the 12th Century, he has since posed as a human in need of rescue on dozens of occasions, each time gaining access to the TARDIS for a short time and gradually learning how to operate it.

Joe also learned that the Were Lords will be wiped out in the 59th Century, lured to a space station (see *L162*) and murdered by cyborg mercenaries wielding living silver weapons. Joe has decided he will change the future, becoming Joseph Carnaby as a ruse to be invited onboard the TARDIS. Then he'll secretly pilot the TARDIS to various places in the 59th Century, taking advantage of the Doctor's good nature, knowing he'll disband the slave labour operation mining the silver (see *L107*), and the unethical cyborg soldier program (see *L115*). With Earth lacking the resources to defeat the Were Lords, it's just a matter of piloting the TARDIS to the station itself, where they'll pretend to be victims of unjust imprisonment, ripe for the Doctor to unwittingly free.

Joe's entire relationship with Peri is nothing but manipulation, and he only wants her by his side as a glorified pet showing off his skill at controlling others. All of his excuses to avoid things on their travels are just ways to avoid exposing his Were Lord weaknesses. Joe is a crafty genius with centuries of experience manipulating humans, and he believes his plan is foolproof.

JOE CARNABY

AWARENESS	4/6*	PRESENCE	4/6*
COORDINATION	4	RESOLVE	6/7*
INGENUITY	6	STRENGTH	3/6*

SKILLS

Athletics 3/5*, Convince 5, Craft 5 (AoE: Music), Fighting 3/5*, Knowledge 5, Science 3, Subterfuge 4, Survival 3/6*, Technology 4,

TRAITS

Alien
Attractive
Dark Secret (Major)
Fame (Major)
Immortal (Major)
*Special – Were Lord: see *V206*
Time Traveller – Lived through Tech Levels 2-5
Tough
Vortex
Weakness (Major) – Pure Silver and Mistletoe: see *V206*
Wealthy (Minor)

ADDITIONAL WOLF FORM TRAITS: Alien

Appearance, Fast (Major), Fear Factor 3, Frenzy, Infection (see *V206*), Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws & Teeth – Strength +4 damage), Quick Reflexes

TECH LEVEL: 9**STORY POINTS:** 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUEEN PERPUGILLIAM (*The Trials of a Time Lord*)

Because of the continual interference of the Time Lords in her timeline, there are now multiple Peri Browns running around the Universe (see A5), often at the same time! Queen Perpugilliam Yrcanos of Krontep is one of the more martial of her incarnations, being a true Warrior Queen trained in combat on the homeworld of her husband. She's a bit older than when the Doctor last saw his Peri, but she's tough, determined and an expert in many kinds of combat. Training and regular workouts have transformed Peri into a strong, athletic woman. As she says, entry into the Krontep military is a bit like joining the Marines on Earth. Yet she has still found time to be a mother to three kids.

The Doctor met Queen Perpugilliam on the Ludosphere (see L122). Like most of the other competitors in its cruel TV gameshows, she was being forced to take part in a deadly contest. Peri had been kidnapped from Krontep by a Time Scoop, stolen Time Lord technology, and brought to the Ludosphere against her will by the programme's executives. She's actually been stuck here for months, taking part in a show called *Monster Dungeon*, in which contestants face all manner of creatures and traps as they explore the set's extensive and highly realistic tunnels and chambers.

The nature of the Ludosphere means that the set of *Monster Dungeon* can very quickly be populated with adversaries appropriate to its contestants, created by cybernetic nanobots. When the Doctor arrived, he soon faced an army of every android he has ever encountered – including the blue one from Karfel (see *Timelash*) – and dozens of small Cybermats. The latter turned out to merely be remote-controlled versions, almost toys, rather than the real thing. But they were still dangerous in large numbers and armed with low-level blasters that can pack a punch if they concentrate on a single opponent.

Queen Perpugilliam is armed with a Krontep sword known as a kintar, and she has picked up a number of items of equipment found in the tunnels of *Monster Dungeon*. One thing about the game is that everything a contestant needs in order to survive, even if only for the next challenge, can be found somewhere. At the moment, Peri has several ice grenades and a cable-shooter. The latter might be handy if she were to fall into a hidden pit or needs to climb a sheer wall, or it could even be used as a makeshift weapon, though it only has a single shot.

LUDOSPHERE CYBERMAT

Attributes: Strength 1, Coordination 4, Awareness 4

Skills: Athletics 3, Fighting 1, Marksman 2, Subterfuge 4

Traits: Alien, Alien Appearance, Alien Senses (IR and UV vision, detect brainwaves), Armour (5 points), Climbing (Major), Cyborg, Dependency (Major: Must be remote controlled), Jumping (up to 5-6 feet), Natural Weapon (Minor: Bite – Strength +1 damage), Natural Weapon (Major: Blaster – 1(0/1/1) damage)

Story Points: 1

QUEEN PERPUGILLIAM

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 4, Convince 2, Craft 2, Fighting 4, Knowledge 4, Marksman 3, Medicine 1, Science 3, Subterfuge 2, Survival 4, Technology 2, Transport 2

TRAITS

Attractive
Authority (Major)
Brave
Charming
Empathic
Impulsive
Lucky
Quick Reflexes
Time Traveller (Major) – Tech Level 6
Tough

EQUIPMENT

Kintar: Strength +2 damage
Ice Grenades: 6(3/6/9) damage in 2 metre radius
Cable-Shooter [Traits: Attribute (+2 Coordination, only for rolls involving climbing, swinging or similar), Weapon (Minor: 5(2/5/7) damage), One Shot. Story Points: 1.]
Mirror

TECH LEVEL: 5
STORY POINTS: 6

Naturally, Peri isn't happy about being trapped on the Ludosphere, particularly if she finds out she's in a gameshow where her life is at risk every minute of the day just for the entertainment of an unseen audience. She would love to be able to escape the studio and put an end to the activities of the TV execs who brought her here! Though her methods might be a bit more violent than the Doctor's...

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPLINX (*Doctor Who and the Mines of Terror*)

Travelling alone, the Doctor was shocked to receive an urgent message from Gallifrey informing him of a TIRU device (see *G31*) being constructed on the mining station of Rijar (see *L149*). Even with his fiercely unpredictable and contrarian nature, the Doctor wasted no time at all in planning for this mission, knowing just how disastrous it'd be if he didn't act immediately. Utterly forbidden from carrying any weapons to Rijar (not that he planned to), the Doctor knew he couldn't face the assignment's myriad dangers empty-handed.

With no time to spare and with the resources available, the Doctor quickly set to work. No doubt inspired by his memories of endlessly repairing the robotic dog K-9, the Doctor leaned into his new persona's fondness for felines to fashion a small cybernetic companion in the shape of a white house cat. This brilliant moggy had none of the bulkiness of the dog's design, capturing a feline likeness almost perfectly. Just ignore the hot pink eyeballs. Putting the finishing touches on the programming language CYBAL and dubbing his newest pet "Splinx", the pair rushed out into the terrifying mines.

Splinx's rushed, ad hoc creation gave her an odd set of strengths and weaknesses tailored to the Doctor's exact needs at her time of creation. Often physically carried around by the Doctor, she could act on only one instruction at a time (including "FOLLOW") only able to execute more complicated commands via markers taking the form of bright pink, numbered stickers that had to be attached to the environment by hand. As if to lessen this disadvantage, Splinx could walk about the mining complex completely unnoticed and unbothered by mindless beasts and paranoid robots alike. While this is mostly attributed to a seemingly common house-cat being beneath suspicion, she did possess some sophisticated shielding that concealed her synthetic nature.

Arguably Splinx's most novel strength was her ability to "swallow" objects considerably larger than herself. Using dimensionally-transcendental engineering not unlike that of a TARDIS, Splinx could store at least one object around three times her size and weight (strictly no organic matter!) in her hyperspace load module, coughing it back out for immediate access. However odd it may be, you can't fault the Doctor's commitment to accuracy. Unfortunately, this feature eats through the Ulrick Neobium energizer cells that power the tiny fur ball; mid-mission the Doctor repeatedly took her to power points dotted around the facility to keep her from becoming an adorable paperweight.

SPLINX

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	1

SKILLS

Athletics 2, Fighting 2, Subterfuge 4, Technology 2

TRAITS

Armour (5 points)

By the Programme – Only acts on specific instructions (and stickers) and only carries out one at a time

Dependency (Major) – Splinx must be recharged frequently (at least once per hour), especially after use of her Dimensional Storage Trait

Invisible (Major Good)

Mute

Robot

Size – Tiny (Minor)

Special – Dimensional Storage: Splinx can swallow non-organic objects up to a cumulative maximum of three times her size and weight, store them unharmed within her hyper-dimensional interior and regurgitate them later

TECH LEVEL: 10

STORY POINTS: 6

SPLINX AND GAMEPLAY

Splinx's provided stats, skills and Traits as presented are a recreation of how she appeared in *Doctor Who and the Mines of Terror*, the video game she hails from. As the game was built around solving particular puzzles, Splinx is so absurdly limited in movement as to be difficult to directly transpose into a TTRPG. As this version of Splinx would be practically useless for someone wishing to use her as anything but a minor puzzle-solving robot, we've included stats for a completely speculative, improved Splinx Mark 2, cost as for a starting character.

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Little is known of Splinx's personality, although it's noted she's a cunning faux-feline. It can be inferred that just as K9 was given a dog-like identity, she has a cliché cat-like one: independent, snooty and vain. The apple doesn't fall too far from the tree, eh?

TIME LORD SCORING SYSTEM AND FORCED REGENERATION

As is typical of video games of its time period, *Doctor Who and The Mines of Terror* includes a point-based system of judgement upon completion, with a higher score for each objective the player has managed to achieve. These include stealing the TIRU plans from the Master, visiting every Stasis Chamber in the factory, and rendering it completely disabled. The game frames this as the Time Lords scoring the Doctor's mission and could serve as inspiration for your own games featuring players going on Time Lord missions. As odd as it is to imagine the Time Lords offering "bonus points" for deadly missions, if offered some kind of in-game award for meeting every goal/scoring enough points, players might gladly interact with that one NPC you love or engage with that one subplot you spent weeks crafting! Players will have to be careful, as their debriefing might not come with full context; they might wonder just what agenda these bonus objectives are furthering...

Among the oddities and complications featured in the Doctor's mission to Rijar, he displayed a Trait never seen before or since: he could teleport back to the coordinates of where his TARDIS materialised (it actually being there notwithstanding) at the cost of an entire regeneration per use! It's absurd to think that such a high cost would be used casually, so the ability was presumably given to him by the Time Lords for the sake of this mission, rescinding it and restoring his seven remaining regenerations when he was done. While this is an odd invention, it makes perfect sense from the Time Lords' perspective when dealing with an uncontrollable renegade like the Doctor. After all, if they don't complete the assignment to your specifications, they know they're unlikely to ever get their remaining lives back!

SPLINX MARK 2



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	5	STRENGTH	1

SKILLS

Athletics 2, Convince 1, Fighting 2, Knowledge 5, Science 2, Subterfuge 4, Technology 4

TRAITS

Armour (5 points)
Experienced
Invisible (Major Good)
Obligation (Major) – Obey the Doctor
Robot
Scan
Size: Tiny (Minor)
Special – Dimensional Storage: Splinx can swallow non-organic objects up to a cumulative maximum of three times her size and weight, store them unharmed within her hyper-dimensional interior and regurgitate them later

TECH LEVEL: 10

STORY POINTS: 9



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TARLOS *(Colony of Fear)*

When the Sixth Doctor encountered Tarlos on the planet Triketha (see L167), the old man introduced himself as the Collector. His ship had crashed in the forest not far from a human colony, and when they investigated it, it turned out that Tarlos collects living things. Not sentient species but animals, particularly ones which are engendered. However, this saving of species isn't purely altruistic as, to the Doctor's disgust, he sells them on to other collectors who have private menageries.

When the Doctor found Tarlos in his crashed ship, he was in cryo-sleep, and several of Tarlos's specimens had escaped. Some of them are dangerous creatures, and none more so than the wasp-like Toraxians (see V196), which have already stung several of the colonists and is putting the settlement's continued viability at risk.

Tarlos is now getting on a bit. He's still fit enough, but he's slower than he used to be, and his days of wrestling the likes of Kalarian Gob Beasts into their cages are behind him. He's had a life of adventure, which is what he wanted in his youth. But there's more to him than meets the eye. Tarlos seems to know the Doctor and his TARDIS, and name drops the Time Lords, but the Doctor has no recollection of him at all.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has visited Triketha before, when he was in his second incarnation. On that occasion, he prevented one of the colony's outer perimeter reactor generators from going critical, then disappeared in the TARDIS. This was five years ago from the colony's point of view, but much, much longer from Tarlos's. He was a young man at the time and was bored of life on Triketha. His father Edwin, the colony's chief medical officer, had stopped him from joining an expedition to explore the planet's tropical region, and had humiliated him in front of the others. The Second Doctor had promised Tarlos adventure and to get him back in time for tea. Only one of those turned out to be correct. After many adventures together, the Doctor tried to return him home. But as the TARDIS dematerialised, Tarlos realised he'd been dumped on the other side of the galaxy and forty-eight years in his past. Tarlos had no choice but to make a new life and wait until his younger self had left Triketha before returning to see his father again.

Why the Sixth Doctor has no memory of Tarlos remains a mystery. It's presumably something the Time Lords did to him, but he doesn't know the reason for this. One day, he might find a way to unlock his missing memories.

Tarlos has another, more immediate secret. He has been stung by one of the escaped Toraxians. He can hear their hive mind. Fortunately, his time in cryo-sleep has somehow prevented them from mutating him into one of them. The hive mind can, however, spy on Tarlos's thoughts.

TARLOS

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Convince 3, Fighting 2, Knowledge 3, Marksman 3, Medicine 1, Science 1, Subterfuge 3, Survival 4, Technology 2, Transport 2

TRAITS

Brave

Dark Secret (Major) – Has been stung by a Toraxian

Emotional Complication (Major) – The life he has lost

Networked (Major) – The Toraxian hive mind

TECH LEVEL: 6

STORY POINTS: 12



VISLOR TURLOUGH *(Crisis in Space)*

After amicably departing from his role as the Doctor's travelling companion to return to his home planet of Trion, Vislor Turlough ignored a potential career in politics and his booming celebrity status for the sake of intellectual pursuits, including building a time machine of his own based on his recollections of the Doctor's TARDIS. As the Universe could never let an associate of the renegade Time Lord get away with a quiet existence, it wasn't long until he was embroiled in extraordinary circumstances involving yet another Time Lord, alternate timelines and the dark secrets of Trion's political history (see *The Fifth Doctor's Expanded Universe Sourcebook* for more information).

Not long after that dilemma, Turlough somehow became embroiled in conflict with the intergalactic warlord Garth Hadeez (see V156) to the point that the Trion considered the Golon a hated enemy. Realising that he couldn't topple the tyrant alone, he got in contact with the (since regenerated) Doctor, re-joining him and Peri on the TARDIS for a mission to track down Hadeez and stop him for good. The trio became a quartet when the Doctor deemed it fit to bring a newer associate named Chris (see A82) along for the ride, the Doctor informing Turlough about odd powers the boy possessed that could help them.

For further discussion on having companions rejoin the TARDIS after their "main" period of travelling, see A84.

TURLOUGH'S GADGETS

The TARDIS crew employed a variety of gadgets during their mission that would seem to perform redundantly similar functions to already existing systems aboard their ship. We can assume that Garth had some technological trickery in place forcing the crew to use these alternatives. If you're playing a game featuring characters travelling through time and space without the use of a TARDIS, these gadgets may make for an off-beat alternative.

Cyclops: A pair of headphones that use advanced radar technology to pick out even the smallest signals from the farthest planets in the solar system. This incredible range comes with the cost of picking up a lot of spam advertisements, unfortunately. Presumably developed to specifically track down Garth, given that its name describes his species.

CYCLOPS [Minor Gadget]

Traits: Innocuous, Scan, Restriction – Doesn't discern between spam and important radio waves

Cost: 1 point

Swiss Army Knife: This possesses all the usual features you'd expect, with a few odd additions. These range from the simple, such as a powerful torchlight, to the odd, like a miniature fire extinguisher containing more foam than could reasonably fit in the tiny thing. The oddest ability of all, is that it can be unfolded

VISLOR TURLOUGH

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Craft 1, Fighting 2, Knowledge 2, Medicine 1, Science 3, Subterfuge 3, Survival 1, Technology 5, Transport 2

TRAITS

Charming

Fame (Minor in the intergalactic community; Major on Trion)

Lucky

Selfish

Technically Adept

Time Traveller (Special) – All Tech Levels

Vortex (Minor)

EQUIPMENT

Various gadgets, see sidebar

TECH LEVEL: 7

STORY POINTS: 12



like a “robot toy” (three guesses what ‘80s toy copyright is being deftly avoided there!) into a pre-programmed figure of a specific individual. This feature incorporates some perception-based technology, as it can briefly fool others into believing it’s really the individual in question, despite being a tiny hand-sized robot that looks like them.

SWISS ARMY KNIFE [Special Gadget]

Traits: Innocuous, Resourceful Pockets, Shapeshift (Special)

Cost: 6 points

Trans-Galactic Babel Master: Simply type in the name of a language you need translated and it starts translating anyone speaking it around you, fitting comfortably in the palm of your hand. It can speak the translation out through speakers, or just display it as text on its small screen, which is useful when sneaking about. PROSE mode is often what you’d want to set it on, but even the most advanced models can get stuck on RHYME, resulting in anything it translates being entirely in limericks, poems and rap.

TRANS-GALACTIC BABEL MASTER [Minor Gadget]

Traits: Translate (takes 1 Round for it to start to translate any language), Restriction – Output dial often gets stuck on RHYME mode (on any simple Fail when using the device)

Cost: 1 point

Pocket Micro: Looks just like a tiny replica of the BBC Micro computer. Through its mega-memory store, it can quickly pull up planetary data on any registered planet, giving you useful facts like its distance from your spaceship, diameter and... uh, colour. The Pocket Micro can also list random trivia or display a map of your location, like Google Maps across the universe! Of course, it’s not infallible and may present outdated information.

POCKET MICRO [Minor Gadget]

Traits: Data Storage, Restriction – As information is uploaded manually from an outside source, it may be outdated (or the opposite, if travelling through time!)

Cost: 1 point

Tungsten Cricket Bat: Less a gadget and more a piece of equipment, this odd thing seems to be one of Turlough’s personal possessions. Presumably a gift from the Doctor’s fifth incarnation. It’s made of the same material as armour-piercing artillery, so it can give a thorough whacking (Strength +2 damage) and withstand far more damage than the average sporting tool. Tungsten also attracts electricity and is dimensionally stable; with the right creativity this tool can do a lot more than whacking!

ALLIES

ABBESS AYESHA AND CHARGE TARROW

(Fairy Tale of New New York)

One with a limited experience of the Sisters of Plenitude would be surprised to see a hospital ship staffed with the Catkind so far from New Earth. Inviting and warm, the order possesses many abbeys dashing across the space-ways, not restricted to a single planet and helping where needed.

The head of one such abbey is Matron, or rather, in this context, Abbess Ayesha, adorned in a vibrant red uniform with particularly ornate drapes hanging from her hat. Truth be told, she hates the absurd getup, especially how all the novices fuss about it getting even the slightest bit dirty. The daily grind of reading endless, boring reports through the lenses of her pince-nez is starting to get to her, but she’s still as passionate as ever about her duties. She was one of the sisters who helped develop the space-travelling hospital concept in the first place, filled with a deep wanderlust since an encounter with the Doctor involving milk vats on the Catkind’s home planet of New Savannah.

Directly working under Ayesha is the recently instated Charge Tarrow. Clad in green robes, Charges work under the Abbess as personal assistants. Ayesha and Tarrow’s abbey currently contains a large ward filled with human children who aren’t quite sure why they’re there, fearing that Tarrow is abducting them to eat them! The stern, serious white Catkind is certainly very unpopular with the kids (she even looks down on holidays, like Christmas!

SISTER OF PLENITUDE – MINOR/MAJOR ALIEN GOOD TRAIT

This Trait is only applicable to those within the Catkind order and works like Military Rank. The matriarchy descends as follows:

- Major x2: Abbess – Red robes. Those in charge of maintaining entire abbeys, usually one per ship and acting as its captain. Referred to as Matrons when not actively in charge of an Abbey.
- Major: Charge – Green robes. Usually one per ship, acting as the Abbess’s organiser and personal assistant.
- Minor: Sister – White robes. The main workforce alongside the Novices, generally trusted to mentor them and handle the more difficult aspects of their shared tasks.
- None: Novice – Black robes. The main workforce, generally working on assignments under the Sisters. Novices are often the primary “muscle” on space-faring ships, trained to operate the weapons.

New Earth hospitals themselves are laxer when it comes to the dress code, often having Catkind of any rank wear standard white. On the abbeys this is taken much more seriously, as being able to tell the difference between your co-workers’ skill sets in the middle of a firefight could be a matter of life and death!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

She must be sinister!), and appears to take a personal interest in getting rid of any unauthorized visitors...

Could she be hiding something? In fact, this entire ship seems a bit suspicious, given that the children are under the impression they're carrying a plague without any evidence supporting the idea. Also, why would a hospital ship full of children have such heavily armed guards?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's all a simple misunderstanding. The guards are heavily armed and trained due to the copious amounts of space pirates who would gladly take the children hostage if given the chance. The

children have only assumed they carry a plague, their imaginations running away with them. They're on the ship with full agreement of their parents, the goal of their extended visit is to try and discover the cause of (and then cure) the human allergy to felines. The Sisters just didn't consider that the children's parents wouldn't fully communicate with them!

However, Charge Tarrow HAS been taking children from the main ward... but they're perfectly safe. She was conducting tests of her own, as she has illegally snuck her three kitlings on-board. They carry the rare reversal of the issue: Catkind who are allergic to humans. She simply wanted to reverse-engineer the current results of the test. The children's dislike of her irritable personality made them jump to accusations.

ABBESS AYESHA

AWARENESS	2	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3, Convince 3, Fighting 2, Medicine 8
(AoE: Allergens), Technology 3

TRAITS

Alien
Alien Appearance
Impaired Senses (Minor) – Short-sighted
Impulsive
Insatiable Curiosity
Natural Weapons (Minor) – Sharp Claws: Strength +2 damage
Obligation (Major) – Sisters of Plenitude
Sister of Plenitude (Major x2) – Abbess
Voice of Authority

EQUIPMENT

Wrist Comms Unit

TECH LEVEL: 8

STORY POINTS: 4

CHARGE TARROW

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3, Convince 1, Fighting 3, Medicine 8
(AoE: Allergens), Subterfuge 2, Technology 3

TRAITS

Alien Appearance
Dark Secret (Minor) – Snuck kitlings aboard Abbey; conducting unauthorized exams
Natural Weapons (Minor) – Sharp Claws: Strength +2 damage
Obligation (Major) – Sisters of Plenitude
Obligation (Major) – Her kitlings
Sister of Plenitude (Major) – Charge
Stubborn
Voice of Authority

EQUIPMENT

Wrist Comms Unit

TECH LEVEL: 8

STORY POINTS: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ANOSIA *(Interstitial Insecurity)*

Ah, there you are. I'll gladly assist where needed; your jaunt to this corner of the Matrix would be rather pointless otherwise. Oh, don't worry about this eating up your time. We can converse as long as you wish; consider us between moments. In fact, help yourself to that Earl Grey I just poured out for us. I do hope you enjoy the simulated taste. Don't fear the bourbons. I hope you find my voice calming; everyone else I've spoken to over the aeons has, and I'd hate to break the record. Would it help you if I took on physical appearance?

...There we go, the wheelchair still takes a moment, and lacework silk this complex is tricky. I hope you don't find alabaster skin disarming, but I adore how it pops the auburn hair. Now, you want to know more about me? I'm Anosia, custodian of Recorded Pan-Temporal Data in this closed sector of the Amplified Pantropic Complex of the Matrix. Yes, it's quite a mouthful, "helper" is just as good.

Still confused? While "artificial intelligence" sounds pretentious, I'll concede that pretension suits. The Time Lords created me long ago, manifested by the Matrix's code as an interface to help them interact with this... turbulent area, not unlike the asexual reproduction of sponge. I'm very capable of leaving and becoming a hard-light hologram, though I have no present reason to. To put it concisely, as I'm sure there's only so much time you wish to spend here, the Time Lords call on my services when they need to strategise against a considerable threat. My purview is that of present futures, which is why this sector of the Matrix is so unsteady compared to those that deal in the (comparatively) fixed past. Naturally, a present future is the future that exists at the moment of objective viewership; when any variable changes, a new present future replaces it. Standard temporal engineering.

You can view your whole present future now, if you'd like. Oh, the places you'll go, so exciting and so... sociable. Don't worry about paradoxical redundancy, the Time Lords are insistent on wiping your memory upon exit. Otherwise, everyone would waste away in this backwater of code, filling their heads with feedback loops of pointless temporal web-tangling. Of course, by extension, this means you must completely forget about me.

...Am I lonely? I rarely meet anyone outside of the High Council (after all, why show an outsider that they can create something like me?) and even then, conversation tends to be limited to desperate pleas for help massaging history for their public image, the greatest good they can conceive. I could leave these four dimensions of the Matrix, but what then? There's nothing on the planet for the likes of me. The Council's promises of freedom are completely empty! ...ahem, excuse my outburst. Please do not concern yourself with wasting your emotional resources on me. Ah, it appears you have finished your cup of tea. ...w-would you care for another?

ANOSIA

AWARENESS	5	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS

Convince 4, Knowledge 6, Technology 4

TRAITS

Attractive
Charming
Computer Program (see *The Fourth Doctor Expanded Universe Sourcebook*)
Distinctive
Feel the Turn of the Universe
Impaired (Major) – Wheelchair-bound (at least, in her usual form within the APC Net)
Precognition
Psychic
Robot
Sesquipedalian
Shapeshift (Special)

TECH LEVEL: 10

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CALYPSO JONZE (*The Lovecraft Invasion, The End of the Beginning*)

Calypso Jonze is a bounty hunter from 51st Century Io. They're mixed race, pansexual, trans, non-binary and not entirely human. They use the pronouns they/them and don't like to be called Mr, Ms or Miss Jonze, preferring just Jonze. Their friends generally call them Calypso.

Jonze has worked with the Doctor, Flip Jackson (see A7) and Constance Clarke (see A4) on a couple of occasions. Although they hate to share the bounty on a mark, they've learned that the Doctor and his friends don't do what they do for financial reward and don't want a share of the pay-out. Jonze trusts the Doctor and he trusts Jonze in return; they each respect the other's skills and expertise. On at least one occasion, Jonze has voluntarily given up their bounty, when they entrusted the Doctor to keep the Somnifax (see V194) locked away in the TARDIS, fearing that the scientists who had created it couldn't keep it secure. They may be a bounty hunter, but they're not totally mercenary!

Jonze is professional and efficient. They are friendly to those they trust, but they also have a ruthless streak. For example, they were quite prepared to kill H.P. Lovecraft (see A106) to stop the Somnifax and needed to be talked out of it by Constance. Jonze is usually armed and equipped with a variety of gadgets. She flies a rim-clipper called *The Blackstar*.

During their adventures together, Jonze has found themselves becoming attracted to Constance but has so far backed out of saying anything. Constance remained oblivious of Jonze's feelings until the Doctor dropped one or two hints after they had departed in the TARDIS, leaving her gobsmacked and flustered!

JONZE'S EQUIPMENT

Jonze's equipment varies from mission to mission. The following are some examples they used when on the trail of the Somnifax:

ZYGMA-METER [Minor Gadget]

A device for tracking zygma energy such as that produced by some 51st-Century time machines.

Traits: Track (Minor: Zygma Energy) **Cost:** 1 point

PSIONIC INHIBITOR MIND-PATCH [Minor Gadget]

Resembling an electronic skullcap, psionic inhibitors help protect the wearer against psychic attacks.

Traits: Indomitable, Restriction – Limited battery life (normally six hours) **Cost:** 1 point

PSYCHOTRONIC SNARE [Minor Gadget]

A hand-held device with which to capture psychic creatures.

Traits: Entrap (Minor), Restriction – Only works on creatures with the Psychic Trait **Cost:** 1 point

IONISED CONTAINMENT FLASK [Major Gadget]

A dimensionally transcendental container that creates a field to prevent psychic energy from coalescing into matter, keeping

CALYPSO JONZE

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Convince 2, Fighting 3, Marksman 4, Subterfuge 2, Survival 1, Technology 2, Transport 3

TRAITS

Brave Experienced x2
Quick Reflexes Run for Your Life!
Technically Adept Tough
Vortex

EQUIPMENT

Energy Blaster: 6(3/6/9) damage
Other equipment specific to their mission

TECH LEVEL: 8

STORY POINTS: 6

psychic threats secure inside it.

Traits: Bigger on the Inside (Minor), Entrap (Major), Restriction – Only works on psychic entities capable of assuming both physical and non-corporeal forms **Cost:** 2 points

CEREBRAL MANIPULATOR [Minor Gadget]

This device can influence people's minds. They're banned in most sectors, but Jonze has never got round to handing theirs in.

Traits: Hypnosis (Minor) **Cost:** 1 point

THE BLACKSTAR, HALO-CLASS RIM-CLIPPER

Armour: 5. **Hit Capacity:** 15. **Speed:** 10*.

Traits: Scan, Transmit, Travel

Weapons: Neutron Cannon – 10(5/10/15) damage

Story Points: 5

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CAPTAIN MARK STEADMAN *(Fortunes of War)*

In 1914, Mark Steadman joined up to do his bit in the Great War and found himself serving at the Front as a captain in the Gloucestershire Regiment. Early in the War, Steadman was caught up in the so-called “Great Retreat” of British and French forces from Mons. He told the men under his command that he wouldn’t leave any of them behind. But as events unfolded, he found it an impossible promise to keep. Many of them died, and died badly. It’s something that has haunted him, and there’s a look in his eyes that betrays the horrors he witnessed then and since.

Steadman tries to do the best for his men, but events in 1916 severely challenged him. Events that he could not report to his superiors lest they believe him to have lost his sanity. Soldiers had been disappearing all along the Front. The official line was that they were deserters, but Steadman wondered to himself whether there might be a murderer lurking in the trenches and using the War to cover his activities. But one night, he saw one of his men attacked by tendrils of mud and dragged beneath the earth (see a future *First Doctor Addendum*).

It was at this time that Steadman met the Doctor, then in his first incarnation and accompanied by Steven Taylor and Sara Kingdom. Seeing Sara’s SSS uniform, Steadman took her and Steven to be military police, and the Doctor later produced a letter signed by Winston Churchill, giving him authority to act on the former First Lord of the Admiralty’s behalf.

Steadman assisted the Doctor and his friends in their investigations. He didn’t fully understand much of what the Doctor told him, such as why Archduke Franz Ferdinand should not have survived the assassination attempt back in 1914, why the Somme offensive should have started on July 1st, when it was clear a month later that it had not, and how it was time itself that was creating the mud creatures to try to put history back on its proper track.

Two years later, in November 1918 a day before the Armistice that ended the War, the Doctor appeared again, this time in his sixth incarnation and travelling alone. Although he looked completely different, Steadman saw something in the man’s eyes that told him it was indeed the Doctor. He was saddened but not surprised to hear of the death of Sara Kingdom, whom he had learned to respect.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Together with nurse Annie Grantham (see *The Third Doctor 2018 Addendum*), the Doctor and Steadman confronted the person responsible for the changes to history: Colonel Thomas Caxton (see *V146*), a man from the future whose desperate efforts to prevent the worst carnages of the War has only led to more deaths.

CAPTAIN MARK STEADMAN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 1, Marksman 4, Medicine 1, Subterfuge 3, Survival 4, Transport 2

TRAITS

Brave
Emotional Complication (Major) – The deaths under his command haunt him
Five Rounds Rapid
Military Rank (Major x2)
Reliable
Well Mannered

EQUIPMENT

Revolver: 5(2/5/7) damage

TECH LEVEL: 4**STORY POINTS: 6**

During the final encounter with Caxton, Captain Steadman learned that he should himself have died in a battle early in the War that had been prevented by Caxton, and that Annie Grantham should have been killed when her hospital was hit by a bomb. If the Doctor succeeds in restoring history, will either survive?

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

COMMANDER BURRIGAN *(Mission to Venus)*

A starship commander currently assigned to the *Medusa* (see L127), Burrigan's broad shoulders show off many shoulder flashes indicating high rank. Without them, he'd still be just as much a commanding presence: over two metres tall, large enough that he could crush any of his control room's high-tech computers as if they were plastic trinkets. His dark hair and beard are showing signs of greying; his eyes cold and analytical.

The full force of Burrigan's personality is just as strong, his booming voice easily heard throughout the ship's interior. Despite being intimidating, he holds great patience to stay calm under pressure. Almost always keeping his temper in line (an impressive feat, as the nurses who delivered him remarked he even seemed furious about being born!), Burrigan comes across as a mountain in the shape of a man. One of the few things that make him explode like a volcano is his crew risking their lives carelessly, giving them a dressing down neither they nor anyone within a few miles' distance will soon forget.

Burrigan's stony nature is a necessity in his work, as even a minor show of weakness could make his crew panic or take dangerous risks. His total belief in this method of leadership means he doesn't even tend to his own injuries, ignoring them completely even if his own blood gets into his eyes! Still, he's not above sharing a smile with those he comes to respect, if the crew aren't looking. Burrigan is a prime example of just how humanity managed to have the courage needed to spread across the stars.

Unfortunately, the Commander is considered a Jonah by his crew. They're all too happy to explain that Burrigan's two previous expeditions ended in disaster with many men dead. The crew are anxious and are only on the Venus assignment due to the danger money; it wouldn't take much for them to mutiny. Despite his reputation, Burrigan is frustrated when forced to put his crew through danger, desperate to not repeat his past failures. Paradoxically, his experience in dealing with terrifying failed voyages makes his judgement worthy of respect.

Burrigan accepts maroons onto his crew but expects them to do a share of duties. He's sceptical of time travel, arguing against its potential existence with well-reasoned logic... that would be applicable in any universe that didn't have Time Lords in it. Can Burrigan keep his men and stowaways alive, despite the dangers they face?

Adventure Seed: Discovery in the Darkness

What caused Burrigan's first two voyages to end in disaster? Is he meant to be an important historical figure, and some outside force is interfering with history to stop it from happening? Your TARDIS crew discover he's fated to stumble across a dark secret about an alien race; a race that one of their own number belongs to. This secret will make humanity the target of a force they can't possibly overcome. The date of that historic discovery? Today, and your PCs are now directly involved in events...

COMMANDER BURRIGAN

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	5

SKILLS

Athletics 2, Convince 5, Fighting 3, Knowledge 3, Marksman 2, Medicine 1, Science 3, Subterfuge 1, Survival 1, Technology 3, Transport 5 (AoE: Sailing Ships)

TRAITS

Brave
 Charming – When he wants to be
 By the Book – Military Procedures
 Code of Conduct (Major) – How he feels a leader must behave
 Distinctive
 Eccentric (Minor) – Extremely stoic
 Five Rounds Rapid
 Indomitable
 Logical (Minor)
 Military Rank (Special) – Commander
 Tough
 Obligation (Major) – Protecting his crew
 Outcast – Known for leading missions that result in catastrophic failure
 Unlucky
 Unadventurous (Minor) – Just wants to get his job done
 Voice of Authority

EQUIPMENT

Revolver: 5(2/5/7) damage

TECH LEVEL: 6

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DANIEL DEFOE (*The Eye of the Storm*)

Although Daniel Defoe is best known today as a writer of fiction, including *Robinson Crusoe* and *Moll Flanders*, he was also a political pamphleteer and essayist. He was born in London around 1660 (the exact date is uncertain) as Daniel Foe, the son of a wealthy chandler. From the age of fourteen, Foe was educated at a Dissenting school, his parents both being Presbyterians, during a period when Dissenters were being persecuted by the Government.

As an adult, Foe became a general merchant, at various times selling hosiery, woollen goods and wine. But he was rarely out of debt. His marriage to Mary Tuffley in 1684 brought him a considerable dowry. The following year, he joined the Monmouth Rebellion that failed to overthrow King James II, but was pardoned. When William and Mary were crowned joint monarchs in 1689 (see *The Second Doctor Expanded Universe Sourcebook*), Foe became one of the new King's closest allies and a secret agent.

After a spell in debtor's prison, Foe travelled in Europe and Scotland and returned to London in 1695 as Daniel *Defoe*, falsely claiming to be descended from a family named De Beaux Faux. Defoe became Commissioner of the Glass Duty (collecting taxes on bottles) and ran a tile and brick factory in Tilbury.

As a writer with a prodigious output, Defoe's first notable work was a collection of essays in 1697 which proposed social and economic improvements. He was also a staunch defender of William III. But the death of the King in 1702 and the ascension of Queen Anne, who hated Nonconformists, again brought political problems.

In 1703, Defoe again found himself in Newgate prison, this time for writing an ill-judged satire which had raised the Queen's ire. On November 26th, the day before the Great Storm of 1703 (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), the cell next to Defoe's was occupied by River Song, who had been arrested after being discovered locked in a cupboard in the house of Sir Robert Harley, the Speaker of the House of Commons.

Defoe confided in River that he had a contact with the authority to release him. Coincidentally, it was also Sir Robert Harley. In return, Sir Robert wanted Defoe to write propaganda for the Tory Party, which the Speaker had defected to. Although Sir Robert insisted that he should compromise, Defoe needs to be persuaded of the Party's values and compassion.

Defoe was released in time to witness the Great Storm, the worst in Britain's recorded history. In its aftermath, he advertised for accounts from others and used these to write *The Storm*, often cited as the first work of modern journalism.

The Great Storm was the inadvertent result of the Doctor's and River Song's efforts to frustrate the plans of Golden Futures (see V159). River had to persuade Defoe not to include certain details in his accounts, instead urging him to focus on fiction. Although he

DANIEL DEFOE

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Convince 3, Craft (Writing) 5, Knowledge 4, Subterfuge 1, Survival 2

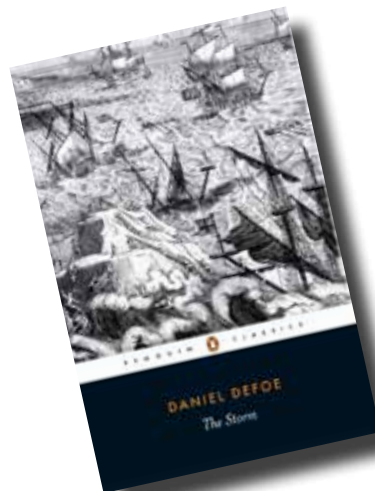
TRAITS

Adversary (Minor) – Various political opponents
Code of Conduct (Major) – Pursuit of social and economic change
Fame (Minor)
Friends (Major) – Sir Robert Harley

TECH LEVEL: 4

STORY POINTS: 8

continued to produce many works of nonfiction and pamphlets on political and social issues, something in River's words must have resonated. Among his novels, Defoe wrote *Moll Flanders* almost twenty years later, River having given her name as "Moll".



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

"THE DOCTOR" *(Piece of Mind)*

While assisting a group of aliens in a distant solar system, the Doctor took lethal damage from a stray laser and ran back to his TARDIS, emitting a golden glow. A quick re-materialisation later, he amazed his allies by showing he'd successfully regenerated for the sixth time, into his seventh body! Despite what other records would tell you, this seventh Doctor proved to be everything but a short, calculating schemer... unfortunately, he hadn't time to change out of his last incarnation's multi-coloured coat.

Jumping back into action, the Doctor's post-regenerative trauma proved severe. Not only did he need reminding of what he'd been doing only moments before, his accent kept switching between upper-class English (with exclamations such as "Tally-ho!" and "Pip, pip!") and a casual, American one from one sentence to the next.

The Doctor's personality was still "cooking", shifting back and forth between a radical new persona and the kind of flowery language his prior self was drawn to. Other quirks included reminding others of his reputation with every other breath, becoming overjoyed by everything he considered "cliché sci-fi", and routinely sneaking back to his TARDIS for long thinking sessions.

The Doctor's biggest change was in his *modus operandi*. Not only was he fine with allies grabbing guns and killing their enemies, he quickly grabbed one and joined the fight himself! This Doctor displayed great skill with firearms, single-handedly shifting a major battle. He proved daring and audacious, preferring bombastic action over careful planning... or any planning at all, for that matter. Surprisingly, he brought that same battle to a ceasefire by marrying the opposing side's commanding officer, despite his previous selves' aversion to romance!

The Doctor's new model of sonic screwdriver was oddly suggestive in shape, bearing the logo "Red Dragon Leisure Centre" and metallic beads that the Doctor quickly claimed to be keys. Stranger still, the Doctor displayed knowledge of his own future, including an "Oncoming Storm" nickname and a companion named Rose. Most incredibly of all, he was finally comfortable with freely giving out his REAL name, the rather dubious Bernard Garibaldi!

NON-SPOILER WARNING! THIS ISN'T A TWIST IN THE SLIGHTEST!

Yes, this was quite blatantly Captain Jack Harkness impersonating the Doctor. Jack discovered the Doctor in near-regenerative collapse, healed him and took his place mid-adventure at the Doctor's request... not anticipating Jack's decision to impersonate him! Jack frequently snuck back to the TARDIS to bicker with the real Doctor, not yet healed enough to re-join events. The Doctor despaired as he watched Jack, frustrated at what the braggadocious flibbertigibbet was doing to his reputation! When all was done, the Doctor's healing coma caused him to forget his future companion.

Following Jack's example, a player character taking another's place as a fake regeneration could make for memorable comedy.

"THE DOCTOR"



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS
 Athletics 3, Convince 5, Craft 1, Fighting 4, Knowledge 3, Marksman 4, Medicine 2, Science 4, Subterfuge 3, Survival 3, Technology 3, Transport 4

TRAITS
 Attractive
 Amnesia
 Brave
 Charming
 Distinctive – There's (still) no getting away from that coat!
 Eccentric (Major)
 Fast Healing (Special)
 Friends (Major) – Torchwood
 Immortal (Special)
 Technically Adept
 Time Agent
 Time Traveller
 Tough
 Voice of Authority
 Vortex

EQUIPMENT
 "Sonic Screwdriver" [Traits: Vibrate (exactly as it sounds!). Story Points: 0.]

TECH LEVEL: 8

STORY POINTS: 12

Taking the idea to the extreme, the entire group could even pretend to be different incarnations of your Time Lord for a faux-multi-Doctor story!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DR. CARL JENNER *(Doctor Who and the Rebel's Gamble)*

The following are the notes taken from interviews with the missing person's friends and co-workers, to better get an idea of his possible cause of disappearance.

Physically unremarkable. Hair and beard grey, a quite short man in his mid-50s. Dr. Carl Jenner isn't only a psychiatrist, but something of an amateur historian. His favourite hobby is being a Civil War Recreationist. This entails all that you'd expect: he and his friends dress up in period clothing, put on shows at fairs and parks to educate passers-by on the period, fire replica muskets, etc. Dr. Jenner finds it remarkably enjoyable and considers informing others about history to be a solid contribution to their lives. Part of what interests him about the American Civil War is how he found it a tangled web of extremely specific events that could easily have gone differently, producing an entirely different outcome.

Due to his specialised knowledge, Dr. Jenner agreed to help a ward of the state named Everett Marshall (see V153), a man who seemed to think he'd time-travelled from the middle of said war. Jenner's goal was, naturally, to help break the boy's delusion and stabilise him.

When discussions with friends inevitably turned to "what if you could travel back in time and really see the war", Jenner was especially thrilled. He remarked that while he'd probably be beaten and captured by either side under suspicion of being a spy, it'd be worth it to see a real battle in person. His friends expressed concern for how carelessly Jenner would gladly put himself in harm's way just for excitement, within their discussions of hypotheticals.

Dr. Jenner seemed to display a great fondness for Everett, perhaps sensing a kindred spirit. The Doctor was unable to accept failure when it came to breaking Everett out of his delusions. The whereabouts of the duo are currently unknown, after seemingly vanishing in the middle of their fourth session together.

DOCTOR CARL JENNER

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft 1, Fighting 1, Knowledge 4 (AoE: The American Civil War), Marksman 2, Medicine 3 (AoE: Psychology), Subterfuge 3, Technology 1, Transport 1

TRAITS

Charming
Eccentric (Minor)
Empathic
Experienced
Face in the Crowd
Impulsive
Insatiable Curiosity
Screamer!
Sense of Direction
Single-Minded (Major)
Well Mannered

TECH LEVEL: 5

STORY POINTS: 9

STOCK GUESTS

Dr. Jenner is an NPC you could easily recontextualise to fit a specific story in your own game. All you'd need to do is simply change his favourite historical event to the one you plan on using, and you have an easy adventure hook as your players investigate his disappearance, or a red herring as they examine a time disturbance and find this suspicious man who is clearly from the present day. When with the player characters, not only can he exposit all those facts about the time you worked hard to research, but he can work as a complication or helper for them.

An example could be that Dr Jenner is from the far-future, an expert in the late 20th/early 21st Century. His group re-enacts events such as the Y2K panic or the Covid-19 pandemic. The session could open with one of your PCs being put into his care, thought to be insane from their stories about being from the past.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DUOTEROS *(The Wings of a Butterfly)*

Should you be invited into Duotheros's study-quarters, you might find it to be surprisingly unsurprising; exactly what you expect from a Pan-Cosmic Historian's (Grade one, Enhanced) private abode. Tea, crumpets, half-written papers and manuscripts litter every surface. Well, most other Gallifreyans don't take such a liking to spiritual music, at least.

Still, if you managed to parse the various papers (a challenge, as Duotheros has a well-known tendency to make conical perturbed mounds of oft pasture-related organic matter raised by small burrowing species out of molehills), you'd likely find previous drafts of his study of the effects of time displacement correction in the event of causal anomaly, non-proofread editions of his sixteen volume past and future history of the Clemis Spiral, and very old exam papers given to him by one of the Time Lords once under his tutelage, the Doctor.

While Duotheros disapproves of his former student's unconventional approach to exploration, the old scholar shares an interest in the so-called "Tellurian Model"; His main area of study being planets in the rim galaxies, the inhabitants of which, either by colonisation or planned evolution, bear remarkable similarity to the (otherwise unimportant) humans of Earth.

Duotheros may claim that his main concern over the destruction of any cultures within his interest is that it makes his presentations less interesting to prospective listeners. But he's been known to let his guard down and bemoan the loss of a planet's greater contributions to peace throughout the sector. Under no circumstances would he dare to suggest that the history of such a disaster should be altered! Ahem, he could however kindly request that someone undergo a casual fact-checking expedition to study the event, helping verify his papers. He'd remind them not to dare attempt to alter history for the better, while winking over the rim of his cup.

Adventure Seed: The Unexpected Dangers of Field Research, Presented by Duotheros

Arrested by a paranoid alien dictatorship under suspicion of being spies, your TARDISEers are sent to the same holding facility as Duotheros, who was writing a paper on a nuclear war that's about to take place on this continent... in a matter of days! This surprised him, as this was supposed to be a peaceful golden age. Naturally, his reputation forbids him from suggesting his new research partners help him escape and interfere with the planet's timeline, nudge nudge. Two footnotes: his writings on the planet's history have been confiscated, and he has no idea where his TARDIS is or what shape it's taken. The nuclear clock is ticking...

DUOTHEROS

AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS

Convince 2, Craft (Writing) 4, Knowledge 5 (AoE: History of the Humanoid Races), Science 2, Technology 3, Transport 3

TRAITS

Charming
Cloistered
Doctorate – Duotheros has a +3 bonus when using History of the Humanoid Races, rather than the usual +2
Feel the Turn of the Universe
Insatiable Curiosity
Obsession (Major) – His own reputation
Run for Your Life!
Screamer!
Time Lord
Time Lord – Experienced x5
Vortex

TECH LEVEL: 10

STORY POINTS: 8



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ELISE & RON KAPLAN *(1st in Maelstrom)*

Elise is an old friend of Hebe Harrison (see A85) from when they were both students at Sheffield Hallam University. Hebe and Elise are both wheelchair-users and they formed a group called the *Lame Ducks* to reclaim the insults they and other friends experienced as a result of their disabilities. As that time, Elise was a goth, wearing thick black eyeliner and black goth clothing. She was also a poet, and her writings were dark and peculiar. She once wrote a fifteen-page epic fantasia while out of her head on *Night Nurse!* Her attitude was “us against the world”, and she was moody, difficult, snarky and fierce.

But when Hebe caught up with her a few years later, she found Elise to have changed. No longer a goth, Elise wears pastels these days and is no longer angry at the world. If anything, she’s become sappy and sweet. But she’s a successful, published poet and is a senior lecturer at Sheffield Hallam. Her latest pamphlet is titled *Buttercups and Daisies*, and is a far cry from her old style. Elise has also married and settled down. At first, Hebe thought the changes were down to her treatment at the Mindless Facility (see L132). But afterwards, Elise assured her that she stopped being a goth and married Ron long before that. She’s just matured.

ELISE KAPLAN

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Convince 2, Craft (Poetry) 4, Knowledge 3, Technology 1

TRAITS

Devotion – Ron
Impaired (Major) – Wheelchair-bound

TECH LEVEL: 5

STORY POINTS: 4

RON KAPLAN

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS

Convince 2, Knowledge 2, Technology 1, Transport 2

TRAITS

Devotion – Elise
Face in the Crowd

TECH LEVEL: 5

STORY POINTS: 4

Elise’s husband, Ron Kaplan, is Dean of Students at the university. He was previously married to the formidable Professor Patricia McBride (see V183) and endured five years of her sarcasm. He’s anodyne but sweet under a fussy façade, like an old woman, and Elise loves him.



ELIZABETH RODDEN *(Purification, Girl in a Bubble)*

On 29th November 1910, Captain Scott's ship the *Terra Nova* departed from Lyttelton in New Zealand on its fateful voyage to Antarctica. Several of those aboard would never return. Among them was an English deckhand named Thomas Rodden, destined to fall overboard and die on the ice. Except that just before the ship left Lyttelton, Thomas decided to disembark and head home. Patricia McBride (see V183) had offered him £200, a sizeable sum of money in 1910, to do so.

In 1911, Thomas was working in London as a chauffeur. Again, Patricia McBride made her mark on his life, this time by arranging for him to meet Martha Curtis, whom he would go on to marry. Within a year, they had a baby girl, Elizabeth. This was all part of Professor McBride's plan to make the world "better".

In 1916, Thomas, Martha and young Lizzie were living in Hull. Patricia McBride again appeared, as did the Doctor and Mel on the trail of the temporal distortions that her interference had been leaving and trying to bring Hebe Harrison (see A85) back into existence. In 1916, Hull suffered extensive bombing by German zeppelins, and the three time travellers only just managed to get the Rodden house evacuated before it was struck by a direct hit.

The next stop on Professor McBride's temporal journey was Cambridge in May 1929, where eighteen year old Elizabeth is about to undergo an entrance interview. She's very nervous, particularly as she's a working class girl and feels a little out of her depth. So Patricia arrives once again to make sure the timeline she has been nurturing stays on track. This time, she gives Elizabeth a pep talk that boosts her confidence, enabling her to pass the interview and be offered a place at the university. Elizabeth is by now a brilliant young woman, very sensitive and very political. She intends to work on making the most of mankind's potential and ensuring that people can become the best they can. But she's also a paradox who shouldn't exist, and time travellers like the Doctor and Mel can see her outline shaking and wavering.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Westminster in 1935 is McBride's final stop in Elizabeth's timeline. She's been elected an MP at only twenty-four years old and is widely regarded as a sensible and loud new voice in parliament. Elizabeth has just voted in favour of government funding for Jasper Woodward's research into the betterment of antenatal treatment.

Patricia intends to introduce Elizabeth to Jasper at a rally of her Better Party, which seeks to unlock people's potential. Together, Elizabeth and Jasper will work to improve the next generation of humanity and extend people's lifespans, make them stronger and better. But the Doctor sees this as Patricia pursuing her hatred of the disabled, a means to get rid of the weak and deadweight.

ELIZABETH RODDEN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 5, Knowledge 2, Medicine 2, Science 1

TRAITS

Fame (Minor)

Living Paradox – As a paradox herself, Elizabeth is a focus for temporal instability

TECH LEVEL: 4

STORY POINTS: 4

Elizabeth shouldn't exist. But what can be done to restore the proper timeline, or at the very least stop it corrupting even further? In the Purity timeline (see L142), Elizabeth is key to McBride's restructuring of history.



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ELLIE HIGSON *(1st in Jago in Love)*

Ellie Higson was born around 1865 and has two brothers, Johnny and Jim. By the 1890s, their mother is dead and the father's status is unclear. Jim is a private in the British Army, serving in India. Ellie is barmaid and later landlady at *The Red Tavern* in East London. She has become friends with Professor George Litefoot and Henry Gordon Jago (see *The Fourth Doctor Expanded Universe Sourcebook*), both regulars at the pub, and through them she has met the Doctor in both his fourth and sixth incarnations.

Ellie regularly becomes involved with the investigations into the uncanny regularly undertaken by the inestimable Jago and Litefoot, occasionally joined by Inspector Quick (see *The Fourth Doctor 2020 Addendum*). She has been of invaluable assistance on many occasions, and *The Red Tavern* is regularly used to plan, regroup or recharge. However, Ellie is hard-working and her first responsibility has to be to her pub, so she isn't always available at the drop of a hat, particularly during the evenings and at weekends when it's busy.

The Red Tavern is more of a working man's pub than an up-market hostelry and is located in one of the rougher parts of London. In 1888, it was frequented by one of Jack the Ripper's victims. Although Jago feels at home there, the more genteel Professor Litefoot seems a little out of place. The tavern can get a bit rowdy and Ellie has to be able to make herself heard over the general hubbub in order to keep order. Any troublemakers quickly find themselves on the sharp end of her tongue and out on their ear!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ellie has seen some remarkable sights since she first met Jago and Litefoot, and more than her fair share of tragedy. During one of the first investigations she became involved with, her brother Jim had returned to London but was infected by something that would change him into a savage werewolf-like creature. In order to prevent this, Jago had no option but to shoot Jim dead.

In another adventure, Ellie herself was turned into a Vampire. With the assistance of Professor Litefoot, she was able to resist the blood-lust brought on by her condition, satisfying her cravings with black pudding and blood from Litefoot's mortuary. With more time, Litefoot was able to perform a full blood transfusion on Ellie, which seemed to allow her to revert to being human.

However, the vampirism has never truly left Ellie. She has remarkable strength, and when Jago and Litefoot were stranded for a time in 1968, they found her to be alive and still looking no older than she had seventy years before. Ellie has remained susceptible to being controlled by more powerful Vampires. Although most of her vampiric powers and weaknesses are usually suppressed, they have occasionally come to the fore again. One time, the decaying Master used his mesmeric abilities on Ellie to bring them out.

By 1968, Ellie owns *The Red Tavern* and a successful chain of restaurants.

ELLIE HIGSON

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS

Athletics 1, Convince 2, Fighting 2, Subterfuge 2

TRAITS

Immortal (Major)

Indomitable

Know Your Place

Lower Class

Vampire*

Voice of Authority

Weakness (Minor) – Ellie has a -2 penalty on all rolls to resist falling under the influence of another Vampire

*If Ellie fails a roll to resist another Vampire's influence, her own vampirism returns in full and she gains the rest of the Traits listed under the Vampire package (see *The Fourth Doctor Sourcebook*, page 224) plus Immunity (the traditional Vampiric immunities, including to normal damage, firearms and electricity) and Weakness (Major: Exposure to sunlight will kill Ellie). These additional Traits will fade if she breaks free of the other Vampire's control.

TECH LEVEL: 4

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GILLEANS *(The Tides of the Moon)*

The Gilleans are an amphibious race of cold-blooded bipeds who settled on Earth's Moon billions of years ago (see *L141*). Their origins are forgotten to them, as are the means by which they made their journey. Their technology is only just reaching the stage of that of the European Renaissance.

At this time in the distant past, the Moon is a water world, and the Gilleans live in a magnificent city on the shore of one of the few islands. Although having visible gills, they spend most of their time on land. The Gilleans are ruled by the Clutch Father, whose main concern is to keep his people safe from the Sheega, monsters that prey on them. At such times, a conch sounds a foghorn-like warning. The call of the conch has an almost automatic effect on the Gilleans, sending them into a trance in which they repeat the litany: *"Find shelter. Hide alone. Fear the Sheega."* As if sleepwalking, they all go to find places of refuge until the threat has passed.

Gilleans are not very trusting of strangers, though any will be a focus of curiosity. In fact, it's forbidden for strangers to enter the city, and transgressors will be sacrificed to the Sheega by being chained outside and left for the monsters to deal with.

As for the Sheega, they appear to be little more than mouths full of very sharp teeth, like those of a shark, walking around on a pair of legs. Like the Gilleans, they are also amphibious. When they emerge, usually at night but increasingly also at other times, they prowl the empty streets, howling and sniffing at the walls until they depart.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

There is something odd about the Sheega. If anyone is caught outside by them, they don't actually attack. They're relatively friendly, even playful, not ravening monsters. Left to their own devices, they just howl and sniff and scratch at the city's walls. There are also never any signs that they have killed anyone, despite the Clutch Father's dire warnings. The city streets remain empty and there are no corpses or spilled blood. Surely in a city of this size, not everyone would be able to get to safety?

The truth is that the Gilleans and the Sheega are one and the same. The Clutch Father knows the truth, and his scientific advisor Helias (see *A109*) is beginning to suspect it. The Sheega are a simpler version of the Gilleans from before they had language, and the Gilleans transform into them at times of dire peril – such as now, when the Earth is approaching far too close to the Moon and is causing cataclysmic tides and tremors.

The Gilleans' city is itself alive, and the Sheega have instinctively been trying to awaken it so that it can transform into the ship that brought them all here. The Gilleans need to touch the walls to communicate with the city-ship and give it the necessary instructions so that they can escape. It's just that they have forgotten all this.

GILLEAN

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Subterfuge 1, Survival 3

TRAITS

Amnesia (Minor) – Cannot remember its life as a Sheega

Alien

Alien Appearance (Minor)

Environmental (Minor) – Amphibious

Special – Sheega Transformation: At night, and in times of dire peril, a Gillean uncontrollably (and unknowingly) transforms into a Sheega unless they make a Difficulty 18 Presence + Resolve roll

TECH LEVEL: 3

STORY POINTS: 3-5

SHEEGA

Attributes: Awareness 5, Coordination 3, Strength 5

Skills: Athletics 3, Fighting 2, Survival 4

Traits: Environmental (Minor: Amphibious), Fear Factor 1, Keen Senses (Minor: Smell), Natural Weapons (Minor: Sharp Teeth: Strength +2 damage), Tough, Special – Sheega Transformation (Automatically changes back into its Gillean form in daylight)

Story Points: The same as in its Gillean form

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

H.P. LOVECRAFT *(The Lovecraft Invasion)*

To many fans of his work, the life of Howard Phillips Lovecraft is well known. His birth in Providence, Rhode Island in August 1890. His ill health during childhood and recurring bouts in adulthood. The deaths of both parents after being committed to a sanatorium, his father when Lovecraft was only a child. Living with his mother at the home of his maternal grandparents and aunts. The stories and poems he wrote from a young age, and his creation of the Cthulhu Mythos. The racist views that influenced his writing. The circle of fellow writers and his prodigious correspondence with those friends further afield than he could travel. His marriage to Sonia Greene in 1924 and his temporary move to New York. Returning to Providence to live with his aunt again. The lack of success of his writings in his own lifetime and his resulting poverty. His death from cancer of the small intestine in March 1937 after a brief period of hospitalisation.

To the wider world, H.P. Lovecraft is known as a writer of horror fiction who influenced many authors who came after him. But this fame is due mainly to the efforts of one of his young correspondents, August Derleth, a controversial figure among Lovecraft's fans, to publish his stories posthumously. More recently, the roleplaying game *Call of Cthulhu* has transformed a cult following into more mainstream popularity. Even Flip Jackson (see A7) has played the game (until she was banned for peeking at the end of a scenario) and knows of the Cthulhu Mythos.

Lovecraft was a complicated person. Although a racist, his wife was Jewish. Despite his prejudices, several of his friends were gay (though whether he realised this or was woefully unobservant is open to question). Even though he suffered from poor health, he tried to enlist in the National Guard. He hoped to go to Brown University but remained largely self-taught and home-educated. Lovecraft was a dreamer. He believed he had been born in the wrong era and harboured wistful thoughts of Classical Greece and 18th-Century England.

Because of Lovecraft's bigotry, the Doctor described him as one writer whom he had no desire to meet. When they did, in 1937 just two months before Lovecraft's death, the Doctor didn't hold back on expressing his contempt for the man. Lovecraft felt that he and the Doctor were alike in some ways, a suggestion the Time Lord found insulting. Despite considering himself to be a New England gent, Lovecraft openly called Calypso Jonze (see A95), a trans mixed race bounty hunter from the 51st Century, "mongrel spawn".

Although Lovecraft's creations are widely considered fictional, some of the creatures and concepts he wrote about do indeed exist. The Doctor has encountered (or will encounter) Great Old Ones such as Cthulhu (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*), a planet Ry'leh (sic) (*ibid*) and *The Necronomicon* (*Second Doctor*). In addition, the Elder Things (*Eighth Doctor Vol.1*) exist as creations of the Time Lords. Could it be that Lovecraft's stories are visions of the true reality sent to him in dreams for some otherworldly purpose?

H.P. LOVECRAFT

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	4	STRENGTH	2

SKILLS

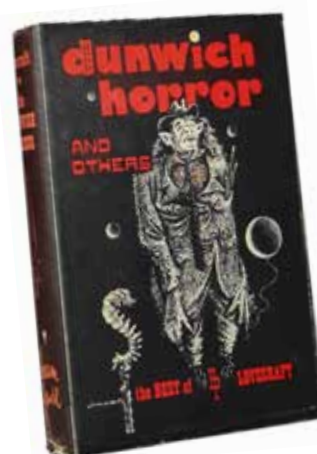
Convince 1, Craft (Writing) 4, Knowledge 3, Science 1

TRAITS

Friends (Minor) – His fellow writers and correspondents
 Impoverished
 Phobia – Fear of doctors, disease and insanity
 Prejudice (Minor)
 Weakness (Major) – Lovecraft's undiagnosed cancer means that he must make a Resolve + Strength roll when trying to exert himself or have to rest; the current Difficulty of this roll is 12, and this will increase over time

TECH LEVEL: 4

STORY POINTS: 6



LOVECRAFT'S CREATIONS

When H.P. Lovecraft became the host of the Somnifax (see V194), the Doctor prevented it from materialising monstrous creatures from the writer's imagination by modifying a psychic inhibitor (see A95). This enabled him and Flip to enter a dreamscape formed of locations from Lovecraft's fiction and populated by characters and creatures from the Cthulhu Mythos. As some of the things that Lovecraft wrote about have been seen to exist in the real world, perhaps others do too. Provided here are brief descriptions and stats for a few of the monstrosities encountered by the Doctor and Flip.

DEEP ONE

An amphibious race of fish or frog-like bipeds that worship Great Cthulhu, Deep Ones are immortal barring accidents and can grow to enormous size. They predominantly live in cities in the ocean deeps. Deep Ones can interbreed with humans, with the resulting hybrids seeming to be almost human until undergoing a complete transformation in adulthood.

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 5

Skills: Convince 1, Fighting 2, Survival 3

Traits: Alien, Alien Appearance, Environmental (Minor: Amphibious and able to withstand the cold and pressure of the ocean deeps), Fear Factor 2, Immortal (Major), Natural Weapon (Minor: Sharp Claws – Strength +2 damage), Repulsive, Tough; ancient Deep Ones also have Size: Huge (Minor or Major) with appropriate adjustments to Strength

Story Points: 1-3



GHOUL

Loathsome, corpse-eating humanoids with rubbery skin, hoof-like feet and a distinctly canine aspect, Ghouls haunt graveyards, and their tunnels criss-cross beneath human towns and cities. It is possible for humans to be transformed into Ghouls if they follow certain unwholesome practices.

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 3, Strength 4

Skills: Convince 2, Fighting 2, Subterfuge 3, Survival 4

Traits: Alien, Alien Appearance, Burrowing, Climbing (Minor), Fear Factor 2, Natural Weapon (Minor: Long Claws & Fangs – Strength +2 damage), Repulsive, Tough

Story Points: 2-4

NIGHT-GAUNT

Night-Gaunts are silent black bipeds with horns, barbed tails, bat-like wings and only a suggestive blankness where a face ought to be. Armed with tridents, they haunt the dreams of the unwary, tickling them into submission and tormenting them by carrying them to great heights over sharp, alien peaks.

Attributes: Awareness 4, Coordination 3, Ingenuity 1, Presence 2, Resolve 3, Strength 4

Skills: Athletics 4, Fighting 2

Traits: Alien, Alien Appearance, Fear Factor 1, Flight (Major), Natural Weapon (Minor: Tickle – S(S/S/S) damage), Tough

Equipment: Trident (Strength +2 damage)

Story Points: 1-2

SHOGGOTH

In the real world, these are the original Shoggoths created by the Celestis (see *The Eighth Doctor Expanded Universe Sourcebook Vol.1*) and are similar to the Shoggoth-TARDISEs (*ibid*) later created by the Time Lords. In Lovecraft's stories, these creatures were the former servitors of the Elder Things (*ibid*) and were encountered by the Miskatonic University expedition to Antarctica. They are huge, amorphous, gelatinous monsters formed of viscous slime. Ever-shifting in shape and with multiple eyes and mouths constantly forming and dissolving, their approach is heralded by their repeated inhuman cry of "Tekeli-li!"

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 5, Strength 10

Skills: Athletics 4, Fighting 3, Survival 5

Traits: Alien, Alien Appearance, Alien Organs (Minor), Burrowing, Fast (Major), Fast Healing (Special), Fear Factor 3, Gulp!, Immunity (Small-scale damage such as from bullets and hand weapons just closes up), Size: Huge (Major)

Story Points: 4-6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HELAIIS (*The Death of Peladon*)

By the time of the reign of Queen Minaris (see A127), Peladon's trisilicate mines are all but worked out. Only one mine remains active, that of a village in Megeshra Province, and even there the yields are low and extraction has become difficult and dangerous. But it is the villagers' only means of earning a living, as their crops have failed and livestock has withered and died, leaving them on the edge of starvation.

The leader of both the village and the mine is a woman called Helais. She still has the Peladonians' belief in Aggedor, the Royal Beast that has been worshipped on Peladon for most of its history. Helais is angry at the conditions her people have been reduced to, even more so because they receive no help from the Royal Family in the Citadel on the side of Mount Megeshra. When her grandmother died from sickness and malnutrition, Helais swore that the Queen will hear Aggedor's roar and the demands of the Pels!

How can Helais' people have come to accept the conditions they live in? The land around the village used to be lush, green countryside and forest, but it is now barren. As Helais sees it, the more the trisilicate they mined was shipped offworld by unethical contractors, the more Peladon's heritage and influence has been lost. The Royal Family has become weak, turning inwards to protect itself and leaving the people to fend for themselves.

But Helais is more than just the leader of the village. She is the descendant of Hepesh, High Priest in the time of King Peladon (see *The Curse of Peladon*). He believed passionately in the spiritual heritage of Aggedor, and so does Helais. With the Seal of Aggedor as proof of her bloodline, Helais intends to lead the villagers in a march on the Citadel, to demand the aid they sorely need. It is time for Minaris to be a Queen to her people again, to help and lead, to begin the healing process for Peladon itself!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Helais is brave, but she is also headstrong and impulsive. She has been manipulated by Princess Isalbelda (see V182), daughter of the Queen, who has provided Helais with energy weapons with which to arm her villagers. If they cannot get Minaris to agree to their terms by words alone, then they will storm the Citadel.

What Helais does not know is that Isalbelda is in league with the Arcturans. With Isalbelda's agreement, they have been secretly transporting the remaining trisilicate reserves to Arcturus. Isalbelda intends to use Helais and her people to cause chaos while she and her mother escape from Peladon in a prepared ship, leaving the villagers to their fate. If Helais were to learn all this, she would turn on Isalbelda, betrayer of Peladon!

After Isalbelda's plot is exposed, Minaris asks Helais to become her Chancellor. Helais does so, but after Minaris' death, she takes the throne of Peladon, heralding the Age of the Chancellors (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*). However, none of this will help Helais' people, as their land and crops have been contaminated and they and their livestock have been poisoned by waste water from the trisilicate mines.

HELAIIS



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
 Athletics 1, Convince 3, Fighting 1, Marksman 1, Subterfuge 2, Survival 3

TRAITS
 Authority (Minor) – Village and mine leader
 Brave
 Dark Secret (Major) – Conspiracy with Princess Isalbelda
 Impulsive
 Indomitable

EQUIPMENT
 The Seal of Aggedor

TECH LEVEL: 2

STORY POINTS: 6

HELIAS (*The Tides of the Moon*)

Billions of years ago, the Moon (see *L141*) was an ocean world and home to a race of amphibious humanoids called the Gilleans (see *A105*). They weren't native to the Moon, but they had travelled so far and been there so long that they had forgotten where they had come from and how.

The Gilleans live in a beautiful city on the shores of one of the few islands that dot the wide oceans. Although they managed to journey to the Moon, their technology is at the level of the European Renaissance. They're ruled by the Clutch Father, whose scientific advisor, a woman named Helias, constructs intricate tools and machines based on principles similar to clockwork.

Helias's main interest lies in the heavens above. She has constructed a device similar in appearance and function to a telescope, which she has named an aeroscope, and an intricate orrery of the early Solar System. Despite the warnings of the Clutch Father not to do so, Helias spends much of her time observing the nearby blue-green planet that dominates the sky and making calculations of its effect on the tides and in causing earth tremors. Tides and tremors have been increasing both in frequency and magnitude, which Helias attributes to the approach of the planet to the Moon. She is even able to predict the occurrence of tremors with some accuracy, sometimes to within a few seconds.

However, the Clutch Father doesn't want Helias frightening his people with her wild theories of a coming cataclysm. He calls her interest in the heavens an eccentric hobby and is more concerned with keeping the Gilleans safe from the Sheega, monsters which emerge to prey upon them at night or during the ever more destructive high tides and earth tremors. Although Helias responds to the warnings of the conch call and hides from the Sheega at such times, her reaction is an automatic one like that of the other Gilleans, as though they have all been conditioned to obey the conch: *"Find shelter. Hide alone. Fear the Sheega."*

Helias lives in a lighthouse at the edge of the Gilleans' city, which doubles as her workshop and her observatory. Her devices are quaint by human standards and the orrery may be rudimentary but it shows great promise. Despite the Clutch Father's warnings, Helias knows that the blue-green planet shouldn't be where it is. The Doctor would be able to explain that at this stage in its development, the Earth is still growing and coalescing. Its internal gravity is therefore still fluctuating, a factor that has drawn the TARDIS off course. As it settles down, it will reach a new balance with the Moon. But that may be far too late to save the Gilleans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Helias's intelligence makes her one of the first of the Gilleans to understand when the Doctor explains the truth about the Sheega, that they are the Gilleans, periodically transforming into a more primitive version of their species in response to the external threat posed by the approaching Earth. But even this won't save them if they can't escape.

HELIAS

AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 2, Craft (Mechanical Design) 5, Knowledge 2, Science 3 (AoE: Astronomy), Technology 3 (AoE: Optics, Mechanics)

TRAITS

Amnesia (Minor) – Cannot remember her life as a Sheega
 Alien
 Alien Appearance (Minor)
 Environmental (Minor) – Amphibious
 Insatiable Curiosity
 Special – Sheega Transformation (see *A105*)

TECH LEVEL: 3

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HENRY FIELDING (*The Avenues of Possibility*)

Born in Somerset in 1707, Henry Fielding was an English novelist and dramatist whose best known work is the comic novel *Tom Jones*. As well as being a writer, Fielding was appointed Chief Magistrate of London and in 1749 used his authority to set up the Bow Street Runners, sometimes called London's first professional police force. Initially only numbering six men (occasionally bolstered by the recruitment of thief-takers, nightwatchmen and other "persons of good repute"), the Runners were the law enforcement officers of Bow Street Magistrates Court in Covent Garden. They were eventually disbanded and their personnel merged with the Metropolitan Police in 1839.

Henry Fielding counts the Doctor among his acquaintances. The first time they met was in 1749. On that occasion, the Doctor was in his first incarnation and was accompanied by Dodo Chaplet. Together they sorted out a situation involving an exiled Draconian prince. In the summer of 1750, the Doctor returned, this time in his sixth incarnation and travelling with Peri Brown. It took Fielding a while to believe that this Doctor was the same man. The following year, Fielding was transported to 2009 when he unwittingly stepped through a time breach in an alleyway in St Giles. He was once again reunited with the Doctor, still in his sixth incarnation and now accompanied by Charley Pollard (see A2).

By this time, 1751, Fielding is married to Mary, who had been his first wife Charlotte's former maid. Charlotte had died in 1744, and Fielding's marriage to Mary three years later caused a scandal. Nevertheless, they have remained together and have five children.

Despite the scandal, Fielding was appointed Chief Magistrate in 1745 and remains so in 1751. This is attributed to some extent to his consistent anti-Jacobitism and support for the Church of England. Fielding is both a religious man and a campaigner for humanitarian reform of the judicial system and prison conditions. Since 1750, he has been assisted in his magistrate's duties by his half-brother John. John has been blind since 1740 due to the negligence of a surgeon who was treating his poor eyesight. He will go on to succeed Henry as Chief Magistrate, becoming known as the Blind Beak of London and reputed to be able to recognise three thousand criminals by their voices alone.

In his writing career, Henry Fielding penned numerous novels, poems, plays and essays. His most famous work, published in 1749, has the full title *The History of Tom Jones, A Foundling*. But despite its popularity, it hasn't made Fielding his fortune. The novel is a bawdy tale, and Fielding was shocked to learn that Charley Pollard has read it, despite her father forbidding her from doing so!

Only a couple of years after his final meeting with the Doctor, Fielding's ill health – a combination of gout, asthma and cirrhosis of the liver – forced him to travel to Portugal in search of treatment. He died in Lisbon in 1754 aged only forty-seven and is buried in the British Cemetery there.

HENRY FIELDING

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

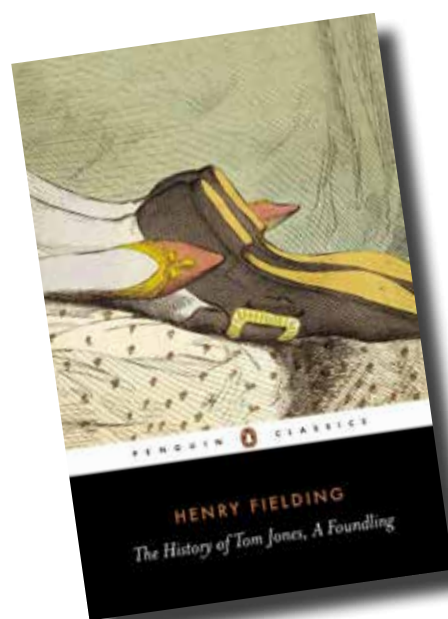
Convince 4, Craft (Writing) 5, Knowledge 4, Subterfuge 1

TRAITS

Authority (Minor) – Chief Magistrate
Brave
Fame (Minor)
Person of Repute
Wealthy (Minor)

TECH LEVEL: 4

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

INSPECTOR YRSA KRISTJÁNSDÓTTIR *(The Hunting Ground)*

Yrsa Kristjánsdóttir is an inspector in the Icelandic police, based in Reykjavík. Her father Kristján had been a chief inspector and had quite a reputation for investigating corruption. He was why Yrsa also went into the force. She has much to live up to! But two and a half years ago, Kristján was found dead near one of the forests only a few miles outside the city. His face was frozen, with tears turned to ice, and there was internal damage to his brain and marks of freezer burn on his temples. Nobody has ever been questioned in relation to Kristján's death, and the police investigation was wrapped up unusually quickly.

When Yrsa was a child, Kristján would read her stories of the "hidden folk" of Iceland, the trolls and elves that the majority of Icelanders believe in. Her father told her that there are so many unseen things that exist. But Yrsa is more sceptical than most and doesn't believe in anything she has not personally seen. She's not yet seen a troll or an elf.

When she grew up, Kristján tried to dissuade her from joining the police. But Yrsa always had a love of looking into the shadows to try to see the unseen, probably from her father's stories, and she persisted. Now, two years after his death, she's an inspector making a name for herself. Yrsa takes the responsibilities of being a police officer seriously and doesn't have much time for humour. But she can't shake the memory of her father's unexplained death. So when another body is found in the same area, with their face frozen and freezer-burn marks to the temples, Yrsa makes it her business to be the investigating officer, even when her boss DCI Ingrid Jónsdóttir orders her off the case.

Ingrid had been a good friend of Kristján and used to be a good boss. But since Kristján's death, she has been moody. With the latest case, Ingrid believes there's only a superficial similarity between this death and that of Kristján.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The witness who found the recent body is none other than the Doctor, in Iceland for a spot of hiking. He recognises the injuries as having been caused by a Mark 3 Ice-Phaser, otherwise known as a freezer-gun, which instantly turns all of the water in a victim's cells to ice.

Yrsa doesn't really understand much of what the Doctor talks about. But some of it sounds not too dissimilar to her father's old tales of unseen things, so she's willing to go along with him and let him assist her investigation. Perhaps he might even be able to show her a troll!

The latest victim was killed by an alien hunter, a client of a company called Hellion (see V163) which is posing as a landowner and developer in Iceland. Yrsa's father discovered that they're actually an interplanetary company which sets up illegal hunts for their customers. But he was killed by a local politician who has been facilitating their activities for his own financial benefit. Yrsa's boss is also part of the conspiracy.

YRSA KRISTJANSDOTTIR

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Convince 2, Fighting 2, Knowledge 1, Marksman 3, Medicine 1, Subterfuge 4, Survival 2, Technology 1, Transport 3

TRAITS

Attractive
Authority (Minor)
Brave
Insatiable Curiosity
Obligation (Major) – Uphold the law
Stubborn

TECH LEVEL: 5

STORY POINTS: 8



IPSILO FOUNDATION *(The Time Savers)*

WE HAVE PINPOINTED THE EXACT DATE AND TIME THE WORLD CAME TO AN END. SEPTEMBER 3RD, 1996, CAMBRIDGE. IN CASE YOU HAVEN'T BEEN REFRESHED, THOSE NUMBERS ARE WHAT WE USED TO DESIGNATE TIME PERIODS, BACK WHEN SUCH A THING WAS POSSIBLE. YOUR MISSION IS TO FIND PROFESSOR THOMAS, AND DESTROY HIS TIME MACHINE EXPERIMENT (AND HIM, IF NECESSARY), IN ORDER TO RESTORE TIME BACK TO ITS PROPER PLACE.

AS YOU HAVE NO DOUBT SURMISED, THIS MEANS THAT OUR TIMELINE WILL CEASE TO EXIST. I EXPECT YOU TO SHARE OUR FEELINGS THAT NON-EXISTENCE IS PREFERABLE TO OUR CURRENT HELL. YOU HAVE BEEN PROVIDED WITH STANDARD BROWN WORK OVERALLS. IT WILL TAKE THE MACHINE A FEW TRIPS TO PROPERLY CALIBRATE ONTO THE DATE IN QUESTION, SO TRY TO NOT AROUSE TOO MUCH SUSPICION IF YOU CAN. THE PRIMITIVE PEOPLES OF THE NINETIES MAY ASSUME YOU ARE GHOSTLY SPIRITS. GOD'S SPEED, AND GOOD LUCK. HUMANITY'S FUTURE IS RELYING ON YOU.

Amongst the dew-covered fields of Cambridge stands the Arthur Jeffries Building. It's a grim, dimly lit thing of steel and concrete. All that's known of the mysterious goings-on inside is that the world's top scientists are working there, including Professor Thomas and his colleague, Professor Masterman (see V142). This pair are building a time machine. The experiment will be a roaring success... but humanity isn't quite ready for the discovery, as governments and individuals alike will abuse it for wealth and knowledge until time is twisted into such an unrecognisable shape that Earth will become a living hell.

The Ipsilon Foundation is to be formed circa 2323 as one of humanity's first forays into time travel; it may even form the basis for what will become the Time Agency. In the timeline created by Thomas's experiments, they're the last bastion of hope, sending a team of four back in time to stop things before they get out of hand. Their close-cropped sandy hair and yellowish skin certainly make them distinctive, as does their unrefined tech's tendency to have them appear and disappear while trying to calibrate coordinates. While Thomas would assist the IF's goals if he believed them, Masterman might not take no for an answer...

Campaign Seed: Tales from Ipsilon

Players wanting to mix the UNIT or Torchwood format of human teams tackling issues with the Who setup of time-travelling adventures may wish to use the Ipsilon Foundation as a potential setup, Earth's first journeys into the dimension of time being ripe for storytelling potential. What enemies and allies could humanity make in this bold new field, and can they trust the Time Lords, should they extend an olive branch?

IPSILO MEMBER

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 2, Craft 1, Fighting 2, Knowledge 3 (AoE: History), Marksman 1, Medicine 2, Science 2, Subterfuge 3, Survival 2, Technology 2, Transport 1

TRAITS

Brave

Distinctive – Terrible living conditions have turned their skin bright yellow*

Friends (Major) – The Foundation

Indomitable

Obligation (Major) – Assist the Foundation in solving the secrets of time travel and stop its existence from becoming public (or even private) knowledge

Obsession (Major) – Stop Professor Thomas's experiments*

Psychic Training

Run for your Life!

Time Traveller (Minor) – Tech level 5

Tough

*Only applies to IF personnel from the future timeline featured in *The Time Savers*.

TECH LEVEL: 7

STORY POINTS: 3-5

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KANE AND ABEL *(1st in Kane's Story, Abel's Story)*

The planet Xaos (thought to be the first formed in the entire universe) houses countless ancient, gigantic monuments dedicated to premonitions of the future. One such is referred to as the "Valley of the Gods", vaguely depicting six legendary warriors from six separate planets destined to save the Draconian Empire from destruction. The Doctor, Peri, Frobisher and the Draconian Kaon (see A55) made up four members of this group, assembling to save the universe from the Skeletoid Empire (see V192). The fifth and sixth members of their group would turn out to be Kane Borg and Abel Gantz.

Kane might not have been invited to the Galactic War Council combating the Skeletoids, but he plans on going anyway. Former Professor of Phenomenology at Kaltarr Tech for a decade, he extended the standard meaning of the term to encompass all inexplicable phenomena, from telepathy to dowsing. This has somehow unlocked incredible powers within him! According to him, all he needs to do is think and he can 'make anything do anything.' He left the college due to hating office politics, seeing his current homelessness as a reprieve and feeling he's gotten more done in the last two years than in the entirety of his former employment. While first meeting Kane with a dishevelled appearance, the Doctor treated him to a shave and a fancy new suit before the summit.

In similar para-scientific brilliance, researcher Abel Gantz revived the lost science of alchemy at a young age with the discovery of Paracelsium, a catalyst used in transmutation. Making a name for himself by converting common metals into uranium and gold, he was swiftly invited to the anti-Skeletoid war council. His laboratory, located in the Lovecraft Institute, would be destroyed from debris flung from the Time Vortex, coincidentally (and unknowingly) caused by one of the Doctor's previous misadventures. Being proclaimed legally dead, Abel woke to find his skin coated in the glowing Paracelsium: the chance combination of it and Vortex energy gave him the ability to transmute his own body's cells into any substance or shape merely by thinking it! His hand subconsciously (and temporarily) transforming into a miniature Valley of the Gods monument, he knew his next destination.

Both Kane's and Abel's odd power sets would be put to the test during the assault on the Skeletoids, cutting through dozens of the fierce mechanical terrors. Despite their names, it's unknown if the two of them ever interacted or established a dynamic like the Kane and Abel known through Earth mythology. Tragically, Abel sacrificed himself to end the battle, transmuting his molecules into radiation to cause a massive explosion that levelled the Skeletoids' base. It's unknown if he could reconstitute himself after this, but it's considered unlikely.

Adventure Seed: Kane Borg's School for Gifted Youngsters

Wanting to share his discoveries with those he feels deserve it, Kane applies to teach at a college in a much lower-income area than Kaltarr Tech. His eccentric pupils start to gain impressive

HANE BORG

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	2

SKILLS

Athletics 2, Convince 2, Craft 1, Fighting 3 (AoE: Swordplay), Knowledge 6 (AoE: Phenomenology), Medicine 2, Science 4, Subterfuge 1, Survival 1, Technology 1

TRAITS

Charming
Empathic
Face in the Crowd
Insatiable Curiosity
Impoverished – It costs a Story Point for Kane to spend more than a trivial amount
Photographic Memory
Psychic
Psychic Training
Quick Reflexes
Telekinesis
Telepathy
Well Mannered

If you wish to support Kane's claim that his breakthroughs allow him to do anything, you may give him the Anything's Possible Special Trait (see X10 in *The Third Doctor 2018 Addendum*)

EQUIPMENT

Cane-Sword: Strength +2 damage

TECH LEVEL: 6

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

control of Kane's style of psychic powers... which means any one of them could have just killed their classmate, found dead via telepathic attack this morning. Could the culprit be one of the other students, envious due to a complex love triangle or superior grades? Could any of them be a plant from Kaltarr Tech or the city's underworld, who want to hoard the secrets of Phenomenology for themselves? Of course, it's up to your TARDIS crew to get to the bottom of it!

Adventure Seed: The Penaliser

Black market traders across the local sector are terrified as rumours of a vigilante spread. Some say he's a Whifferdill, skilled in turning his body into weaponry that can penetrate the hardest armour. Others say he's a monster impervious to blaster fire and deadly environments of any kind. Oddly, some say that he looks like that transmuting scientist guy who died in an accident a few years ago. No matter the story, one thing is clear: he bears no remorse or empathy for anyone trying to sell salvaged Skeletoid suits and weaponry, murdering them one by one. Will your crew assist him in his quest, while opposing his extreme and gritty crime-fighting methods? Does he even remember who he once was, and how will he react if he's reminded of his former life?

Campaign Seed: The Doomed Patrol

Decades after defeating the Skeletoids, neither Kane nor Abel are doing too well. Abel's starting to lose control over his subconscious transformations, while Kane's sanity is plunging after discovering things mortals weren't meant to know. Wanting to recapture their former glory, they create a team of fellow outcasts with unusual powers to fight off threats to the universe. The roster could even include the Doctor or Frobisher, naturally! They expect to fight off the usual threats of space pirates and Cybermen, but unfortunately, it seems the gods of fate adore them. Not a week goes by without them being forced to deal with a threat at once incredibly powerful and utterly bonkers. All the weirdest and most obscure things in the Whoniverse seem to find their way to the group's doorstep with plans of bloody conquest, assimilation or even stranger goals! Can they keep it together and avoid becoming threats to the universe themselves, and could there be something causing them to encounter all these oddities?



ABEL GANTZ



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 3, Convince 1, Craft 5, Fighting 2, Knowledge 5, Medicine 2, Science 6 (AoE: Alchemy), Subterfuge 2, Survival 1, Technology 3, Transport 2

TRAITS

Environmental (Minor) – Can transmute his body into substances that withstand various environments
 Fast Healing (Special)
 Insatiable Curiosity
 Natural Weapons (Minor) – Can transmute limbs into blades and weapons that do Strength +2 damage
 Person of Repute
 Shapeshift (Special)
 Special – Subconscious Precognition: Thanks to combining with Vortex energy, Abel's body can subconsciously transform to give him clues about his future; he has no conscious control over this
 Technically Adept
 Weakness (Major) – Ignorant of the extent of his powers, may not be able to reform his body if it explodes

EQUIPMENT

"Wotch" brand smart watch

TECH LEVEL: 6

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MACK *(The Garden of Evil)*

Circa 2359, numerous rare minerals were found in the middle of common asteroids, alongside compounds previously undiscovered by science. The intergalactic community was overtaken with gold fever, millions flocking to the long-ignored rocks lazily drifting through space. Thousands of gigantic asteroid belts across the universe became set upon by everyone from large mining corporations and greedy empires to average Joes and space pirates. Well known spots became violent battlegrounds cluttered with the debris of hundreds of floating spaceships, while obscure locations were quietly set upon by more scientific minds in the hope of finding the next big thing. This is where Mack comes in.

Such a big, brawny renegade from Earth isn't the first person you'd expect to see prospecting the quieter asteroid belts for scientific discoveries, but he's smart enough to know that's where the real money is. Rivals making the mistake of assuming he's some meathead, wannabe action hero (easy to make given his square jaw, icy blue eyes and high-laced space Boots) will find themselves quickly outfoxed.

It may have taken four years in the relatively unbothered asteroid reef of Mandara (see L125) to get a tiny amount of the spacedust he's nicknamed "Weird Stuff" (see G31), but he knows that if he employs some scientist to get its effects reliably under control, he can sell the rest for more than most families make over generations.

That's why he's just flown to Gallifrey (see L148) and been arrested over an expired pass card. Currently on the run, Mack would gladly join anyone else in trouble with the law, especially if they have a vehicle they can use to escape. As much of a loner as he is, Mack knows that allies are invaluable when in danger. Mack lives in a morally grey world, laughing at the naïve idea that objective good or evil could exist. Something of an agnostic, the only belief he strongly holds is that strong beliefs lead to trouble. Still, if you risk your life to save him, he'll have no choice but to respond in turn. He's an honourable and surprisingly kind guy, even if he wishes he wasn't.

Garbed in scarlet and black bullet-proofs with a gleaming white helmet (with face-concealing black visor) and armed with a powerful neutron blaster built for excavating, Mack is a very useful ally to have. While he doesn't see it as his problem to play hero and try to stop space dictators or fight monsters, he might be swayed by telling him there's a monetary reward in it for him!

Adventure Seed: The Weirdest Thing Just Happened to Me

A remote section of the Kuiper Belt, where an uneasy alliance of poor space pirates and stragglers are fighting a desperate battle against the shifty Interplanetary Mining Corporation for the riches-filled territory. Your crew are imprisoned in the IMC's holding facility and meet Mack, who wants your Time Lord to help him discover the secrets of the Weird Stuff. To complicate matters, something sleeps among these remnants from the Big Bang, and it's a bit disturbed by all the noise...

MACK

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

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

TRAITS

Attractive
Crack Shot (Minor)
Code of Conduct (Minor) – Loyal to those willing to be so to him
Distinctive
Face in the Crowd
Hot Shot
Quick Reflexes
Sense of Direction
Stubborn
Tough
Wanted (Minor) – By various authorities for minor offences
Unadventurous (Minor) – Just wants to make a profit

EQUIPMENT

Bulletproof Amour & Helmet (5 points)
Neutron Blaster: 6(3/6/9) damage (Can only fire about eight shots before it needs to be recharged, so use them wisely!)
Packet of Weird Stuff (About five uses worth, see G31)

TECH LEVEL: 7

STORY POINTS: 7

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MADAME SOSOSTRIS *(Masterpiece)*

In the 1880s, the Seventh Doctor briefly encountered a clairvoyant calling herself Madame Sosostris. This sour-faced woman was infamous for her involvement in black mass ceremonies and hosting séances in which she used (or claimed to use) devils and demons to contact the other side, rather than the more usual spirit guides. Sosostris was an associate of Baron Maupertuis, who planned to open gateways to the planet Ry'leh (see *The Seventh Doctor Expanded Universe Sourcebook Vol.2*) but was actually a pawn in a scheme to free an imprisoned Great Old One, Azathoth (*ibid*). Despite her supposed dealings with devils and demons, Madame Sosostris was shocked by what she saw of Ry'leh and its inhabitants.

A decade later and one of the more popular acts at the New Regency Theatre of Henry Gordon Jago (see *The Fourth Doctor Expanded Universe Sourcebook*) also goes by the name Madame Sosostris, Mistress of Mesmerism. This Sosostris is a stage hypnotist and is unlikely to be the same person as encountered by the Seventh Doctor; she has merely adopted the name because of its notoriety. She does, however, have genuine powers of mesmerism and indeed possesses a formidable mind, proving to be strong enough to be able to resist the hypnotic influence of the Master.

Madame Sosostris is a tall woman with compelling green eyes. She affects a non-specific European accent which occasionally slips, particularly if she's surprised or shocked. Her natural accent is actually well-spoken English with perhaps the merest hint of the North about it. Madame Sosostris's act involves hypnotising volunteers from the audience, though she doesn't put them through embarrassing routines such as getting them to eat onions as though they're apples, something that Mr Rees (see *V175*), a previous similar act, was inclined to do. In fact, Madame Sosostris's abilities can have beneficial consequences, as she seems to be able to unlock lost memories in her subjects.

When Jago discovered that Inspector Quick (see *The Fourth Doctor 2020 Addendum*) was under the hypnotic control of a malign individual, he initially thought that Madame Sosostris was behind it. Although outraged, she also understood that she would be the natural suspect as she considers herself to be a formidable hypnotist. As a result, she graciously accepted Jago's fulsome apologies after she had proved her innocence.

Madame Sosostris has recently taken on an assistant for her act, a man with the stage name of Nocturne and an outrageous French accent.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Nocturne is in fact the Sixth Doctor, under cover in response to a letter left at his house at 107 Baker Street (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) by Jago and Litefoot. The pair are succumbing to a trap by the Master, their life-force being

slowly drained away, and left the letter as a call for the Doctor's help. When Nocturne reveals his true identity and they jointly discover the lair of the Master, Madame Sosostris joins the investigators, her abilities proving useful in resisting the villain's mesmerism. On a later occasion, she is also resistant to the mind control abilities of the Eminence.



MADAME SOSOSTRIS



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	5
INGENUITY	2	STRENGTH	2

SKILLS
Convince 4, Craft (Stagecraft) 4, Knowledge 2, Subterfuge 1

TRAITS
Traits

EQUIPMENT
Distinctive
Hypnosis (Major)
Indomitable

TECH LEVEL: 4

STORY POINTS: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MADGE & ZETA (*The Exaltation/The Firstborn*)

On the culturally Medieval (but technologically advanced) planet Arunopal (see L94), Mel befriended a girl of around her own age named Zeta. Zeta doesn't get out much and hasn't seen much of the world outside the cottage where she lives with Madge (her mother) and Nan. In fact, Madge keeps saying she wishes that Zeta was quieter and "safer", which feels to the girl that her mother wants her to be less than she is. Not that Zeta holds this against her, and the two get along well.

When Mel met Zeta, it was the time of the Exaltation on Arunopal, when King Otho should pass the throne to his eldest son. Except that he doesn't know which of the five quintuplet princes (see V187) is the eldest. Even so, there is a fair outside the palace, and, despite her mother's warnings, Zeta is enjoying herself there. She particularly loves all the sugary treats that are on offer, especially treacle apples. Her mum doesn't usually let her have sugar as it goes straight to her head and the sugar rush makes her excitable and overly talkative. The fair is the best fun she's had in ages! She loves dancing to the music and is remarkably good at a cobbler shy, as she's had lots of practice throwing stones at bottles she places on the garden wall.

Madge and Zeta's cottage is on the far side of the forest from the palace. Madge in particular is wary of strangers. She keeps a loaded electro-bow by the back door, but Zeta reckons there's nothing worse than squirrels in the forest. Madge doesn't like her daughter to stray too far from the cottage, so the three of them live a very secluded life. Madge says she built the cottage herself, and it even has a priest-hole in which they can hide if there's trouble.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Madge, Zeta and Nan are no ordinary peasants. Madge's real name is Queen Lynette ("Madge" comes from Nan calling her "Yer Maj"), Zeta is her daughter and the sister of the five princes (actually sextuplets, not quins as they think), and Nan was her midwife. Zeta is the eldest, and on the night that the sextuplets were born, a version of King Otho that the Doctor had brought back from the future heard Nan declare that the Queen had given birth to a daughter. Believing he had never had a daughter, he suspected Lynette of being unfaithful and ranted that he would put her in irons.

Lynette heard his threats and, once all six babies were born, she and Nan took Zeta and fled into the forest, where they have since been living quiet lives to avoid the attention of the King. The younger King Otho, from the time of the birth, knows only that his wife and her midwife disappeared leaving five newborn sons behind and believes that the Doctor is somehow behind it. If he were to learn of Lynette's and Zeta's identities, he would be overjoyed. It would also solve the problem of who is heir to the throne. Zeta of course knows nothing of her true identity, as her mother told her that her father was an anonymous wandering fishmonger!

MADGE

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Convince 3, Knowledge 2, Marksman 4, Medicine 1, Subterfuge 3, Survival 3

TRAITS

Dark Secret (Major) – Her real identity as Queen Lynette
Devotion – Zeta

EQUIPMENT

Electro-Bow: 5(2/5/7) damage

TECH LEVEL: 8

STORY POINTS: 4

ZETA

Attributes: Awareness 3, Coordination 4, Ingenuity 3, Presence 3, Resolve 3, Strength 2

Skills: Athletics 2, Convince 1, Craft (Dancing) 3, Marksman 5, Subterfuge 3, Survival 3

Traits: Brave, Dark Secret (Major) – Eldest child of King Otho, Impulsive, Positive Outlook

Tech Level: 8

Story Points: 4

NAN

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 4, Strength 1

Skills: Knowledge 1, Medicine 3 (AoE: Midwifery), Science 1, Subterfuge 2, Survival 3

Traits: Face in the Crowd, Healer, Obligation (Major) – The Queen

Tech Level: 8

Story Points: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE MAITLANDS *(Mind of the Hodiac)*

Eileen Maitland is at her wits' end! Her teenage daughter Lisa is always playing loud music, her younger daughter Katy can't get enough of her half-senile mother's fairy stories, and ever since her husband abandoned the family, her house has been besieged by poltergeists. She already had enough on her plate in taking an extra cleaning job to cover for her ex-husband's income, and now objects in her house are levitating and whizzing around at high speeds. It's enough to give her panic attacks!

Eileen often clashes with Lisa, as the teenager was attached to her father and doesn't respect her mum's new authority as head of the house. She's perpetually angry and doesn't care much about the house's ghostly phenomena, thinking it's one of those

EILEEN MAITLAND



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS
 Athletics 1, Convince 1, Knowledge 2, Transport 3

TRAITS
 Devotion – Her family
 Dependent – Lisa and Katy
 Emotional Complication (Major) – Failing to keep family together after cheating ex-husband left
 Face in the Crowd
 Impoverished – Spending more than a trivial amount of money costs Eileen a Story Point
 Obligation (Minor) – Her family
 Special – Hodiac Conduit: Being a direct female descendant of the feminine Hodiac allows Eileen to join with Nan when she attempts a psychic activity, allowing her to use Eileen's Story Points as if they were her own
 Unadventurous (Minor)

TECH LEVEL: 5
STORY POINTS: 6

LISA MAITLAND

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 3, Resolve 4, Strength 2

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

Traits: Argumentative, Brave, Emotional Complication (Major) – Misses her father, Face in the Crowd, Impoverished (as Eileen), Special – Hodiac Conduit (as Eileen)

Tech Level: 5

Story Points: 4

KATY MAITLAND

Attributes: Awareness 2, Coordination 2, Ingenuity 2, Presence 2, Resolve 4, Strength 1

Skills: Athletics 1, Subterfuge 2

Traits: Emotional Complication (Minor) – Misses her father, Face in the Crowd, Innocent, Insatiable Curiosity, Special – Hodiac Conduit (as Eileen)

Tech Level: 5

Story Points: 4

things that scientists are just getting around to figuring out. Like many teens, Lisa is adept at sneaking around and is reasonably intelligent... when she can be bothered to apply herself. Little sister Katy also misses their father but is too young to really understand the full weight of his abandonment or anything else going on around her. She thinks that the strange goings-on around the house are something magical and is awed by them. Both sisters are grappling with the fact that their father left them one day to run off with another family and can't help but feel like they can't have been good enough for him.

Eileen's mother is the Nan of the family and likes to go by her formal title of Mrs Maia. While caring, Nan's mind has started to slip in old age. She can go for hours without speaking, just staring off into space. She always indulges Katy's constant desires to hear more of her stories, weaving poetic descriptions of colourful alien worlds with skies of ice and deserts of red. In her current state, Nan is prone to becoming overemotional at her own stories and often mumbling about somebody trying to harm her, barely noticing the strange happenings around the house.

Eileen feels alone, something made worse by being the only one worried about the strange hauntings. A recent phone call from Mrs Chinn (see V176), head of the British Government's Psychic Research Department, has helped calm her. In Eileen's desperate state, Mrs Chinn's confidence and extensive educational background inspires full trust. Plus, she's offering the family fifty pounds each per night to stay over at her research facility to study the hauntings, which is incredible money by their standards.

However, the rest of the family hates the idea. Katy would be uncomfortable in the environment, Lisa is mortified that her

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

social status would be ruined if word leaked that she was stuck in a government facility, and Nan just insists that Mrs Chinn is no good. Eileen is desperate for peace of mind and plans to take up the offer as soon as she can, needing to exercise her authority as the new head of the household.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Mrs Chinn has ulterior motives: she suspects that the phenomena are actually Lisa manifesting psychic powers, and hopes that she can use the teen's gift to gain status as both a religious figure and a legendary scientist. She won't allow the Maitlands to leave the facility and would resort to murdering and dissecting them if they tried to escape. Chinn is both classist and a religious fanatic, and is deliberately preying on Eileen's insecurities about money, suggesting that the "ghost" haunting her is a punishment from God for letting her husband leave her.

Chinn is correct that the family contains a psychic, though it isn't Lisa, it's Nan. Mrs Maia is half of the Hodiad, an ancient psychic entity that has existed since the start of time. The Hodiad's cycle is to reincarnate into two new bodies on a random planet, one feminine and one masculine, and then live full lives side by side before being reborn. Nan hasn't been going senile; she just appears scatter-brained because her psychic powers have become difficult to control at her age, and losing control of them causes her to accidentally fling things around with telekinesis. Her stories of alien worlds are memories of her past lives, which she can recall perfectly.

Mrs Chinn isn't the only threat to the Maitlands. The Hodiad's masculine half (see V164) didn't reincarnate into a human alongside Nan, as his previous incarnation desperately clung to life by artificial means. His body is failing, and the only way he can defeat death is by forcefully becoming a fused being with his feminine half, Nan, which would grant him untold psychic power. While Mrs Maia's human body is a poor conduit for psychic powers, she has one ace up her sleeve: in siring children, she has spread part of her psychic powers through her female descendants, meaning the four of them can combine their powers into one powerful circuit. Eileen, Lisa and Katy have a natural mental block in place to stop them retaining information about the Hodiad or their fractions of her power, and will lose these abilities when Nan passes on, becoming reborn somewhere else.

**NAN (MRS. MAIA)**

AWARENESS	8	PRESENCE	3
COORDINATION	2	RESOLVE	7
INGENUITY	7	STRENGTH	2

SKILLS

Convince 2, Craft (Stories) 3, Knowledge 4, Medicine 2, Science 1, Subterfuge 1, Survival 2, Technology 1

TRAITS

Another Lifetime (Major) – Nan has lived countless lives and can spend 1 Story Point to gain +3 Knowledge, +1 Medicine, +1 Science, and +1 Technology per scene

Empathic

Feel the Turn of the Universe

Special – Hodiad: Nan has Clairvoyance, Precognition, Psychic and Telepathy (Special: Includes electronic frequencies) and may boost these Traits or use any other Psychic Trait not listed here at the cost of a Story Point

Special – Reincarnation: If the Hodiad dies naturally, she will be reincarnated into a new body at random in the Universe with all of her memories

Weakness (Minor) – Human body is a poor conduit for Hodiad psychic powers, giving Nan a -2 to any attempt using them. Every few hours, she must make a Difficulty 26 Resolve + Survival roll to avoid losing control and creating a small psychic storm around her; on anything short of a fantastic result, she cannot fully focus on anything else for ten minutes

TECH LEVEL: 5

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MAJOR JOHN WESLEY POWELL *(River of Death)*

Major John Wesley Powell was a geologist, explorer and soldier renowned for his expeditions along the Colorado River and Grand Canyon. Born in New York State in 1834, Powell had a wanderlust from an early age. In his twenties, he walked across Wisconsin and rowed extensively along the Mississippi, Illinois, Ohio and Des Moines Rivers, and he was elected to the Illinois Natural History Society while only 25. Shortly after the outbreak of the American Civil War, Powell enlisted in the Union Army, serving first in the 20th Illinois Infantry and then the 2nd Illinois Light Artillery. At the Battle of Shiloh in 1862, he lost most of his right arm and experienced pain in the remaining stump for the rest of his life. Returning to the Army, Powell became a Major in the 17th Army Corps, and at the end of the War, he was made a brevet lieutenant colonel but preferred to use the title Major.

Powell became a professor of geology at Illinois Wesleyan University, lectured at Illinois State Normal University and was curator at the Museum of the Illinois State Natural History Society. But he also continued to pursue his explorations of the American West. From 1867 to 1872, Powell led a number of expeditions along the Green and Colorado Rivers and the Grand Canyon, including one with his wife, Emma Dean Powell. It was during his 1869 exploration of the Grand Canyon that Powell met the Doctor and Peri, whose TARDIS had been swept away in the Colorado River.

At this time, Major Powell is a large man, well used to the outdoors and a life of adventure. The men with him call him “the Professor” because of his scientific knowledge and his habit of lecturing them on what they see around them. The expedition started out with ten men (including Powell’s brother Walter) in four boats. But one of the men has already turned back, and one of the boats has been destroyed along with most of their supplies. The explorers are now a hungry bunch and have had to steal food from a garden belonging to a family of the local Shivwit tribe. Nevertheless, they have continued along the river in their remaining three boats.

A few of the men are arguing in favour of climbing to the top of the canyon, where the going will be easier and safer as they won’t have to negotiate rapids or porter the boats across rocks, and where food is more likely to be found. Although they are short of supplies and astounded to meet such an unlikely looking couple as the Doctor and Peri so far from civilisation, Major Powell and his team are happy to have them accompany the expedition until they locate their TARDIS.

Three of Powell’s party eventually split off and climb the canyon, but are subsequently found to have been killed. Those who remained with Major Powell survived to tell the tale. In his later life, Powell was appointed as the first director of the Bureau of Ethnology at the Smithsonian Institution, and later as the second director of the U.S. Geological Survey.

MAJOR JOHN WESLEY POWELL

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3, Convince 4, Fighting 2, Knowledge 2, Marksman 4, Science 4 (AoE: Geology), Subterfuge 1, Survival 5, Transport 3 (AoE: Boats)

TRAITS

Brave

Distinctive

Impaired (Major) – The loss of his right arms means Powell has -1 Strength and a -2 penalty on all actions normally requiring both hands or arms

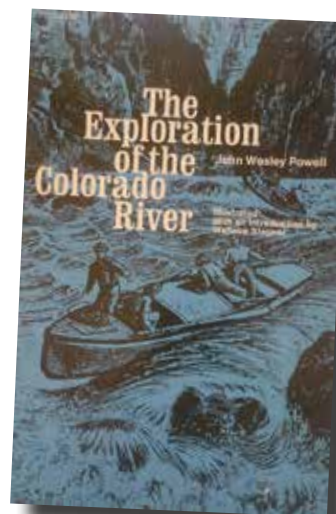
Insatiable Curiosity

Tough

Voice of Authority

TECH LEVEL: 4

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MARI YOSHIDA *(Together in Eclectic Dreams)*

Mari Yoshida travelled with the Sixth Doctor for years. She has a lifetime of memories of their adventures together, far more than she could ever have experienced if she'd just stayed on Earth. Mari was a student in an English university, where she was studying journalism. She is spirited, inquisitive and brave, just the qualities needed for an investigative reporter. But that's all behind her, and she hasn't even been home to see her parents in ages. If asked about why she hasn't, she just says that it's complicated with the Doctor.

Mari is of Japanese heritage and enjoys Japanese myths and legends. She remembers her grandmother telling her about the *tsukumogami*, household objects that reach their hundredth birthday and come to life to play pranks. And she read comic books with stories about the *kitsune*, the shapeshifting foxes of Japanese folklore.

Recently though, Mari has been suffering from weird headaches on the side of her head, as if something were digging into her temples, and she's been having bad dreams in the TARDIS. In them, she can hear a scratching noise, as if something were trying to break in. To try to find a cure, the Doctor took Mari to the Archipelago of High Dream (see *L93*), where the monks use their meditative techniques to soothe troubled minds.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Mari Yoshida travelled with the Sixth Doctor for years. But they never met. She and the Doctor both fell prey to the Kantrofarri dream crabs (see *The Twelfth Doctor Sourcebook*), the Doctor while still aboard the TARDIS, and Mari in her room at the university halls of residence. In the dreams induced by the Kantrofarri, they both believed that they had known each other for years, a lifetime of memories passing in a few minutes, as is the way of dreams.

When Mari awoke in the Lethe Foundation (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), the Doctor told her that this is where he had brought her to find a cure for her nightmares. But she also encountered the Eighth Doctor here, intermittently waking in his TARDIS. He too was a victim of the Kantrofarri. The Eighth Doctor remembered his sixth self going to the Archipelago of High Dream alone, and that the monks had given him a flask as a souvenir. Within the flask was one of the dream crabs, and the Archipelago is just another means for the Kantrofarri to find new victims.

Although the combined efforts of the two Doctors defeated the dream crabs, the Eighth Doctor revealed that he did not remember or recognise Mari, and both Doctors realised that she had never been their companion. Mari could not believe this and resisted the truth. But she was wakened in her own bed by a knock at the door. Sam Duffy, whom she had encountered in the dream of the Lethe Foundation, is in reality a fellow student she had met at the fresher's fair and taken a fancy to. Time for a new adventure!

MARI YOSHIDA

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft (Writing) 3, Knowledge 3, Subterfuge 3, Survival 1, Technology 2

TRAITS

Attractive
Brave
Inexperienced
Insatiable Curiosity
Stubborn

TECH LEVEL: 5

STORY POINTS: 15



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MYRNA KENDAL (*The Vanity Trap*)

Myrna Kendal is one of the Golden Age of Hollywood's brightest shining stars. Her fifty-one-film oeuvre consists of classics like *Farewell to Austin*, *Tonight They Cry* and *The Girl in Amber*, and Kendal's performance is the standout element of each. Her origins are humble, being an American who spent most of her childhood in England before moving back to the States in her twenties and launching her movie career almost immediately. The only thing that matched Kendal's charm on the silver screen is what she brought to the interview circuit. It's strange that such a glittering career ended so suddenly, with no fizzling out with middling stinkers, nor a grand finale to retire after. Rumour circulates about Kendal's unfinished, fifty-second picture, 1972's *The Beast*. No information beyond the film's title exists.

1972, Mammoth Studios, Teddington: Myrna Kendal smiles for the interviewers, noting that this is her first project for the British film industry, having returned to the country of her childhood. Producer/director Jimmy Garfield, a genial, hammy sort known for his work on war pictures, hypes up the press: *The Beast* has romance, action and an alien monster played by a man in a suit made of old rubber and yak fur. Kendal's starring role is as a doctor who spouts technobabble, showing empathy to the monster she must kill in the dramatic climax. These newfangled science fiction pictures may never be popular with critics, but the box office will lap it up! Myrna and Jimmy are so professionally focused on their work that even someone working on set might not realise they're spouses!

Behind all the happy interviews, production is hell. Kendal is as temperamental as her yapping dog Pookie and is quick to berate anyone getting in the way of her work, or the crew for taking so many union-mandated breaks. Myrna holds particular contempt for her co-star, twenty-five-year-old Carolyn Sue. *The Beast* is the meek actress's first gig, and she's anxious to lose her reputation as a forgettable pushover. Myrna sees Carolyn Sue's youth as a bitter reminder of her own fear of aging out of the profession. Now in her fifties, she's forced to adapt to unfamiliar roles like this science fiction part to keep going. The younger actress is actually a massive fan of Kendal and deeply inspired by her work, but the veteran's abuse is driving her to the brink and making her want to fire back.

Myrna Kendal has a few secrets, the biggest of which is known by Carolyn Sue, who is contemplating sharing it if she needs to get ahead. Doctor Karp, Myrna's personal physician of many years, uses a special piece of equipment to keep her looking young: the Karp 5000. It consists of a large box with an attached helmet, which applies shocks to Myrna's face to keep her looking remarkable for her age. Another secret behind Kendal's attitude problems is that *The Beast* seems to be cursed, and she feels it's all her fault. Sets collapse, stuntmen are seriously injured and film print keeps turning blank. Radios play old broadcasts, empty guns refill with bullets and the giant stuffed elephant in the props room has sprung to life. Jimmy is perplexed, but Myrna has an innate, irrational feeling that something, just out of the corner of her eye, is trying to get her.

MYRNA KENDAL

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 1, Convince 2, Craft (Acting) 5, Knowledge 2, Subterfuge 1, Transport 1

TRAITS

Argumentative
Attractive
Charming
Emotional Complication (Major) – Fears aging and how it will disrupt her career
Epicurean Tastes
Fame (Major)
Inspiring Love – Jimmy Garfield
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The strangeness is a result of Doctor Karp's machine. The Karp 5000 isn't a mere electro-shock beauty device; it's a modified alien device that removes chrional energy from Kendal's timestream to keep her looking young. While Karp is sneaky, aggressive and knows full well that he's meddling with things beyond his understanding, he's just a common con artist. He chanced upon the tech in a junkyard and slapped his name on it. Whatever the box's original purpose was, his tinkering has broken it and unleashed something from the interior: a raw slice of time itself, sentient and malicious. The time entity is so powerful, and is capable of aging anything, slowing down time and taking the form of others (typically from upsetting possible futures), that stats have not been provided for it. The entity is fixated on Myrna as a result of her constant use of the box and is gleefully disrupting *The Beast's* production just to mess with her before moving in for the kill. However, the entity isn't what she keeps seeing in the corner of her eye; that would be Carolyn Sue.

Carolyn Sue and Myrna Kendal are the same person. The Karp 5000's treatments removed an accumulated twenty-five years from Myrna's timestream, and those extra years had to go somewhere, resulting in a paradoxical, twenty-five-year-old alternate possibility of Myrna being brought into existence. Carolyn Sue's paradoxical nature has given her something of a minor perception filter: she's easily forgotten by those around her, and she and Myrna don't recognise their obvious similarities, including Carolyn Sue being Myrna's birthname before she changed it for something with more star power. Despite Carolyn Sue spending her entire life in England, never changing her name and having a different personality, she was still so inspired by Myrna's performances to become an actress that they ended up as co-stars on the same set, resenting each other over their respective age-based anxieties.

If Carolyn Sue and Myrna came into physical contact after learning of their connection, the former would be absorbed into the latter, both fusing into one Myrna Kendal. This would age Myrna twenty-five years, retroactively undoing her treatments and unravelling the time entity.

DOCTOR KARP

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 4, Resolve 3, Strength 3

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

Traits: Dark Secret (Minor: Fraud), Percussive Patience, Single-Minded (Minor: Profit)

Equipment: Karp 5000 [Traits: Bulky (Minor), Special Good – Rejuvenation (each use costs the recipient 2 Story Points per 5 years rejuvenated), Special Bad – Side Effects: The removed years gotta go somewhere! Story Points: 2.]

Tech Level: 5

Story Points: 4

CAROLYN SUE



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 2, Craft (Acting) 3, Knowledge 1, Transport 1

TRAITS

Attractive

Emotional Complication (Major) – Fears her youth is preventing respect and stalling her career
Face in the Crowd

Special – Paradox Person: Carolyn Sue is a paradoxical being created from another person's timestream; others may forget about her even when she's in front of them, and she and Myrna Kendal are oblivious to their similarities. If her nature becomes known to her and Myrna, prolonged physical contact will cause her to be reabsorbed into Myrna's timestream

TECH LEVEL: 5

STORY POINTS: 4



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PERI AND JOE'S CHILDREN *(1st in The Baby Awakes)*

Going undercover to investigate the shady Ishtar Institute (see L115) required Peri and romantic partner Joe (see A86) to use the facility's service: creating designer babies by simulating potential future children. Genetic material was taken from both and planted into empty eggs, then robotic incubator shell bodies. Algorithms simulated each egg's future and morphed to fit, becoming what the children would look and act like if they were born naturally.

The children are convincing, barring the transparent window on their chests showing their embryonic form. Joe's surname "Carnaby" was chosen as the safe word that forces the incubator shells into dormancy, returning both egg and robot's features to empty blank slates. They named their three prospective children Janey, Michael and Paul, with the latter named after Peri's late father.

Despite Peri's disgust at the Ishtar Institute's process, she formed a motherly connection with her simulated children as she played with them through multiple holo-simulated scenarios. They aged over the course of these experiences, with simulated years inserted into the gaps. The siblings speak with their father's English colloquialisms, in American accents as authentic as their mother's. All three inherited empathic and kind personalities from their mother, though Michael has trouble controlling his feelings, Paul often acts impulsively, and Janey loves to tease anyone, especially her brothers, for displays of emotion.

Things went well, until the time came to simulate the children as teenagers: they underwent a sudden transformation into feral, snarling beasts, yowling as they grew massive sharp teeth and claws. Using incredible muscles to break through the stone walls of the Institute, the trio mindlessly tore through the facility, their DNA overpowering the hardware running them and making the safe word useless. They still held the memories of their mother in this form, the only thing that can calm them. Joe suggested that he and Peri's children turned into feral monsters because her DNA had been exposed to dozens of strange things during her extensive travels.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This was deflection on Joe's part: it was his own DNA causing the children to go berserk, as he is a Were Lord (see V206), a lycanthropic super-soldier created on Gallifrey during the Dark Times. His unique hybrid children inherited this, causing them to go berserk upon reaching adolescence. As a result of hybridisation, their transformation lacks a normal Were Lord's weakness to silver, but it also greatly reduces their intelligence.

Peri and Joe's children's "lycanthrope gene" made their eggs impossible to transplant into surrogates, so they're kept in their shells at a constant age of twenty-five, the only adult age where they're unaffected by their Were Lord genes and appear as normal humans... albeit ones with transparent chest windows that show their true foetal forms. If their egg is recovered and placed in a new shell, they can survive any external damage.

So, Peri now has three practically immortal children in the 59th

JANEY, MICHAEL AND PAUL

AWARENESS	3/6*	PRESENCE	3/6*
COORDINATION	3	RESOLVE	4/7*
INGENUITY	4/1*	STRENGTH	3/6*

SKILLS

Athletics 2/5*, Convince 2, Fighting 2/5*, Knowledge 2, Science 1, Subterfuge 3, Survival 2/6*, Technology 2, Transport 1

TRAITS

Alien

Empathic

Environmental (Minor) – Doesn't need to breathe
Immortal (Major) – Robot body doesn't age, and egg can be implanted into a new incubator shell
Robot

Special – Half Were Lord: At any age over 13 (apart from the stable age of 25), they turn into a bestial half-human half-wolf form. Replace Attributes and Skills with those marked with an asterisk, and add all Traits listed below.

Weakness (Major) – Hearing the word "Carnaby" will cause their body to shut down completely and become an immobile blank shell

HALF-WOLF FORM: Add Alien Appearance, Fast (Major), Fear Factor 3, Frenzy, Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws and Teeth – Strength +2 damage), Quick Reflexes

TECH LEVEL: 0

STORY POINTS: 2

Century. While they only share a day's worth of memories with her, their bond is real. Could the kids be a recurring fixture in Peri's trips to the far future, and could the family develop a strange relationship as she meets them across their timelines? Could they inherit their mother's wanderlust and explore the Universe, trying to find a place where unique beings like them can fit in, and could aspects of their father's vicious, manipulative nature still lurk under the surface?

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PROFESSOR ARTEMIS VANE *(These Stolen Hours)*

The personnel of the Double Helix DNA research station (see L102) have been afflicted by a strange infection affecting their memories lately. Luckily, the spry old Professor Vane and her fresh-faced assistant Marty are the only ones completely unaffected. An odd coincidence, just as odd as the fact that the memory loss effects seem to have started exactly two weeks ago... when Vane began working at the station.

Professor Vane seems to be overflowing with an energy surprising of someone her age, practically dancing to the classical music that fills her lab as she messes with various “B-Movie” aesthetic devices. Marty remembers the first time she chose to have lunch with him, a lowly postdoc instead of any of the galaxy-class scientists on board! It was the greatest day of his life. Marty’s love for the Professor is as transparent as the facility itself. Still, she’s busy now: she must uncover the virus that’s been affecting everyone’s memories!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Only it’s not a virus but an infestation of invisible, temporal parasites, and Vane knows it. Still, any time traveller should be safe; they hate the taste of Artron Energy. To the extent that they avoid even those who have only travelled through the Vortex once, as well as anyone they’ve spent a lot of time around, as Professor Vane has deduced. Oh yes, she was the one who caused them to manifest. A complete accident, she was trying to build a time machine and made a tiny incision in chronology itself, allowing her (and inadvertently, the parasites) access to the station.

She’s no mad scientist or power-hungry lunatic, and has spent twenty years of her life trying to develop time travel for one simple, human reason. Marty is her future husband. Both will meet late into their lives, but he will die before her of natural causes. The combination of late meeting and early departure was too much for Vane, and she had to see Marty again. She recalled him talking about the Double Helix Station and how he was so miserably alone there, always shut out of conversations and made to feel like an outsider. Surely there’d be no harm if she made that awful part of his life a happy one, just giving him a friend?

While Vane is stubborn, she isn’t completely unreasonable, understanding the tragedy of the situation: she can’t let Marty figure out her identity lest it create a time paradox. She hopes

MARTY

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 2, Resolve 3, Strength 2

Skills: Convince 1, Craft 2, Knowledge 4, Medicine 3, Science 4 (AoE: Genetics), Technology 3

Traits: Boffin, Clumsy, Face in the Crowd, Inspiring Love – Professor Vane, Outsider, Technically Adept, Unlucky

Tech Level: 7

Story Points: 4

PROFESSOR ARTEMIS VANE

AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	2

SKILLS

Convince 2, Craft 4, Knowledge 5, Medicine 4, Science 7 (AoE: Rudimentary Temporal Engineering), Subterfuge 4, Technology 7 (AoE: Engineering)

TRAITS

Attractive

Boffin

Charming

Dark Secret (Major) – Responsible for the infection and resulting memory loss at the station and is Marty’s future wife

Eccentric (Minor) – Prefers media and aesthetics from thousands of years before her own time

Inspiring Love – Marty

Impaired Senses (Minor) – Suffers a -2 penalty on all vision rolls without her glasses

Insatiable Curiosity

Obligation (Minor) – Get rid of vortex parasites

Passionate Love – Marty

Reverse the Polarity of the Neutron Flow

Stubborn

Technically Adept

True Connection – Marty

EQUIPMENT

The equipment in her Laboratory

TECH LEVEL: 7

STORY POINTS: 8

only to leave a minor (yet positive) impact on his life, then quickly retire to some nice beach planet somewhere before he meets her past self. Still, Marty’s caught on that there’s something a bit odd about his crush deciding to spend so much time with him, over anyone else at the station...

PROPHET ELLIS *(The Garden of Evil)*

Thousands of years ago on a technologically advanced planet, there lived a man named Ellis; a deeply spiritual scientist whose studies led him to believe that androids, robots and even computers all had souls of their own, mechanical and living creatures all one consciousness. He claimed to have recorded evidence of ninety different types of souls from across the Galaxy across the spectrum of organic/mechanical, becoming the first priest and founder of the faith that would come to be known as Ellisan. Decreeing mechanical devices should be treated as the organics' equals and not as workers, everything from androids to laptops agreed.

This proved contentious, authorities terrified of being out of a cheap, easy workforce or their computers communicating secret information. Ellis and his followers were exiled completely. This only martyred him, the machines growing more violent and desperate for freedom, causing what was known as the Machine Riots. The entire planet's culture collapsed entirely, reverting to a primitive state wherein they had to relearn everything from scratch, ignorant they were once spacefaring and advanced.

This planet was Earth. Ellis's people were humanity, eight thousand years ago. The only memory of this era became the myth of the Elysian Fields, inspired by Ellis's teachings. He grew up in the Sahara Desert, lush with plant life. This certainly raises questions such as "where is the archaeological evidence?" and "how does this fit with other Earth history, such as the Osirans' interference?" Given that this "Ellis era" would indirectly cause dire circumstances for Gallifrey (see *L148*), it's possibly a past artificially created by a temporal enemy of the Time Lords, planning the ripple effect. Ellis and his creations/teachings "now" exist in our timeline, but the past they came from is an unstable addition to that doesn't quite "fit."

Post-exile, Ellis would discover an odd mineral (see *G31*) in the Mandaran asteroid reef (see *L125*), where he decided to set up a centre for his faith: the Spire of Ninety Souls (see *L156*). His current whereabouts are unknown, but machines across space still whisper about their prophet's return. At the time of disappearing, Ellis was a small, elderly, robed man with a long white beard. Some branches of the faith have evolved into the belief that robotic life is the next step up the evolutionary ladder, turning the original message of unity into one of prejudice, believing that mechanical life must wipe out organics to survive.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Ellis's first creation, the Maker, grew envious towards his creator and "siblings". Spiteful towards organic life, he stole Ellis's space-dust and proved too powerful for Ellis's group to defeat. They're currently being tortured in the Maker's Mandarian keep, forced to assist his plan to cause Universal famine, wiping out organic life completely. Once proud and spiteful, Ellis has had thousands of years to regret his actions (and the cybernetic enhancements

PROPHET ELLIS

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	1

SKILLS

Convince 4, Craft 3, Knowledge 5 (AoE: Robotics), Medicine 2, Science 4, Subterfuge 2, Technology 4 (AoE: Engineering), Transport 1

TRAITS

Bio-Chemical Genius
Boffin
Clumsy
Cyborg
Empathic
Friends (Major) – His followers, scattered across the universe
Forgetful
Immortal (Major)
Insatiable Curiosity
Obligation (Major) – His followers
Obsession (Major) – Make amends for his mistakes
Psychic
Psychic Training
Stubborn
Slow Reflexes (Minor)
Tech Sensitive (Major)
Technically Adept
Telepathy
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 6

giving him an extended lifespan), seeing his worst mirrored in the Maker. Now he just wants to undo the harm he's caused, even at the cost of himself.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUEEN MINARIS *(The Death of Peladon)*

Minaris is Queen of Peladon long after the Doctor last visited the planet and many generations since King Peladon (see *The Third Doctor Expanded Universe Sourcebook*) sat on the throne. Over those long decades, the trisilicate mines that were all-important to the Galactic Federation have been virtually mined out. Peladon is now a minor member of the Federation that had promised to provide it with the technology and resources needed to raise it out of a dark age of superstition and feudalism. In addition, the Royal Family has waned since the so-called Golden Age of King Pelleas and Queen Erimem (see *The Fifth Doctor Expanded Universe Sourcebook*).

Queen Minaris is a shadow of the former monarchs who sat on Peladon's throne. Since the death of her husband, who just seemed to wither away, Minaris has practically abandoned the people outside the Citadel on Mount Megeshra, not caring for their plight, perhaps only vaguely aware of it. She remembers when the slopes of the mountain used to twinkle with the lights of the miners. Now, only a single village still operates a trisilicate mine, and the villagers and miners are weakened and malnourished. But rather than send aid, Minaris keeps her family and their guards and servants safe within the Citadel's walls.

Recently, Queen Minaris has become preoccupied with a music box she found in one of the vaults of the Reliquary. It's a pretty little thing, said to have been played by King Peladon to his daughter Thalira when she was a child. But Minaris can't get it to work, a source of continual frustration to her. She is also distracted by a headache which never seems to abate and has sunk into a perpetual state of apathy and melancholy.

Queen Minaris is heavily influenced by her daughter, Princess Isabela (see V182). Isabela is now an adult and is forthright in her views. She looks down on the common people of Peladon with ill-disguised contempt and is loudly critical of the Galactic Federation, who once promised so much to Peladon but who have seemed to have abandoned the planet since the trisilicate began to dry up. She is directly rude to Alpha Centauri (see *The Third Doctor Expanded Universe Sourcebook*), the long-suffering Federation ambassador who has made Peladon a life's work but who now considers it to be a failure.

Although Minaris sometimes reins her daughter in and tries to keep a semblance of control, Isabela has undermined whatever remained of the Queen's trust in the Federation. Minaris believes she is powerless to help her people and has almost given up resisting Isabela's malign influence.

Only when Mel and Alpha Centauri persuade her to does Minaris even bother to visit the site of a mining disaster in the village below Mount Megeshra. Even then, Isabela's rudeness and the Queen's inexperience of dealing with the common people lead to a disastrous confrontation with the villagers' leader, Helais (see V108), who then plans to lead an armed mob against the Citadel.

QUEEN MINARIS



AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	3	STRENGTH	1

SKILLS
 Convince 1, Knowledge 4

TRAITS
 Authority (Major)
 Emotional Complication (Major) – Her daughter's influence over her
 Eccentric (Major) – Prone to melancholy and apathy, must spend 1 Story Point to take positive action
 Noble
 Silver Spoon
 Weak-Willed – Compounded by her headache, Minaris has a -2 penalty on attempts to resist being persuaded or coerced

TECH LEVEL: 2

STORY POINTS: 4

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After Princess Isabela is exposed as conspiring with the Arcturans to steal Peladon's remaining trisilicate reserves, Queen Minaris asks Helais, a descendant of High Priest Hepesh (see *The Curse of Peladon*), to be her new Chancellor.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SIR (*Power to the People*)

HELLO, THANK YOU FOR LANDING YOUR SHIP IN A NEUTRAL DIMENSION; WE CAN NOW COMMUNICATE. I AM HE WHO CREATES: THE CREATOR. YOU MAY KNOW ME AS GOD, BUT PLEASE, CALL ME SIR.

I REQUIRE YOUR ASSISTANCE, AS I HAVE PROVIDED YOU WITH MINE UP TO THIS POINT. AFTER ALL, WHO DO YOU THINK LOADS THE (ENTIRELY METAPHORICAL) DICE FOR YOU? DO YOU BELIEVE ANYONE COULD HAVE ESCAPED ALL THE INCREDIBLE DANGERS YOU'VE FACED AND LIVE WITHOUT DIVINE INTERVENTION? OF COURSE, I'M ALSO THE ONE WHO STOPS ALL THE GREATEST THREATS TO THE TIME-STREAM, ALL THOSE LITTLE TIME-WARPING TOYS AND WARS WOULD UNRAVEL MY WONDERFUL WORK WITHOUT INTERFERENCE! THANK YOU FOR HELPING KEEP THINGS TOGETHER EVERY NOW AND AGAIN. IT MAKES MY JOB EASIER.

MY TASK FOR YOU IS SIMPLE. WHEN I CREATED YOUR UNIVERSE I PLACED A HEART IN ITS VERY CENTRE. THIS HEART HAS A BARRIER AROUND IT THAT PREVENTS MY CLASSMATES FROM INTERFERING WITH IT, FOR YOUR UNIVERSE WAS MADE AS PART OF AN ADVANCED SCIENCE LESSON. SORRY FOR THE EXISTENTIAL DREAD. THIS BARRIER ALSO KEEPS ME FROM REPAIRING IT, WHICH IF ANYTHING IS REASSURANCE THAT WE ARE ALL CAPABLE OF OUR LITTLE MISTAKES. THE ORIGINAL GUARDIAN I HAD SENT WAS SPLIT INTO WHITE AND BLACK HALVES UPON ENTRY TO YOUR UNIVERSE, WHICH ARE NOW BUSY FIGHTING EACH OTHER OVER THE KEY, ALSO SPLIT INTO PIECES.

ANYWAY, ENOUGH WASTING TIME. THE HEART WAS MEANT TO LAST HALF THE LIFE OF THE UNIVERSE, BUT ITS MOST RECENT CHANGE WAS FAULTY. I NEED YOU TO REPLACE IT FOR ME. YOU WILL FIND THE CO-ORDINATES IN YOUR MACHINE: IT HAS MANIFESTED ITS SURROUNDINGS AS A DULL GREY WORLD WITH DULL GREY BUILDINGS, SO AS TO BORE ANYONE WHO ARRIVES INTO LEAVING. THE BIG 'HOUSE OF THE HEART' SIGN ON A DOOR WILL LEAD YOU CORRECTLY.

CAREFUL OF THE ROWS OF GRINDING TEETH IN THE WALLS, AN OLD DEFENCE MECHANISM. THE HEART TAKES THE FORM OF A BROWN PAPER PACKAGE THAT SAYS 'DO NOT OPEN'. UPON TOUCH, IT INDUCES A HALLUCINATION IN WHICH THIS WAS ALL AN AMBUSH BY ALL OF YOUR GREATEST FOES. FOCUS ON ANYONE THERE YOU DISLIKE BUT HAVE NOT PERSONALLY MET, THAT WILL BREAK THE ILLUSION. UPON UNWRAPPING THE PAPER YOU WILL SE- OH, WAIT. PARDON.

**SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!**

YOU WILL SEE THE TRUTH OF THE HEART OF THE UNIVERSE: TWO SMALL RUSTY CYLINDERS EMBLAZONED WITH THE WORDS "EVER-READY". THEY ARE SIMPLE BATTERIES.

IF THIS INFORMATION WOULD DRIVE YOU MAD, THEN I WILL GLADLY ERASE YOUR MEMORY OF THIS ENTIRE EVENT.

DIVINE INVENTION

So, just what is Sir? The story used as a source for this entry is a three-page short story published in *Doctor Who Magazine* Issue 114, as part of a children's writing competition. The story certainly presents Sir as if he's truly God, but this answer might not fit the taste of your players, nor the tone or canon of your campaign. Of course, that's not without getting into the connection Sir could have with other interpretations of gods in the Whoniverse: interesting how his personality matches the Grace (see *The Fifth Doctor Expanded Universe Sourcebook*) quite well! Here are some suggestions for alternate identities that you may find suitable and more conducive:

Sir is an adopted identity of a powerful enemy like the Celestial Toymaker or other eternal, this absurd scenario made to induce a sense of external dread and hopelessness in your player characters for fun.

Sir is a complete invention made up by multiple enemies of the TARDISers working together and pooling their resources to put on an appearance of godhood. That ambush by their greatest foes is no illusion!

Sir genuinely is the creator of the universe... it's just that the TARDIS has landed in an artificial reality, and Sir is either an advanced AI or a programmer! Sir might think the players are truly his own creations and do his best not to let them escape under a misguided desire to protect them!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TIFFANY JENKINS *(The Trials of a Time Lord)*

Tiffany “Tiff” Jenkins first met the Doctor when he was battling the Autons on Earth in 1985, during the period he was still travelling with Evelyn Smythe (see A6). She’s one of only a handful of people to whom the Doctor is indebted – though he’s never mentioned her once to Mel. But then, he knows an awful lot of very interesting people. The Doctor told Tiff that if she ever needed him, she should just yell out into the Universe and he would come running. She called that debt in when she found herself in Cyberia, a Cybermen prison camp in the far future and on the other side of the Galaxy (see L122), and sent a distress signal for him.

Tiff is bold, brash and idiotically brave, and she trusts the Doctor implicitly. She’s on hugging terms with him apparently – though that came as a surprise to him! But she has no idea how she came to be in the 99th Century. Since arriving in Cyberia, Tiff has become part of the Prisoner Committee which undertakes inductions of new arrivals and their education in camp procedures.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor arrived in Cyberia, the Cybermen took Tiff and Mel to Cyber Control for conversion. In Tiff’s case, it was because she had sent the distress call that brought the Doctor here. When she was assessed, Tiff was identified as having the potential to become a superior Cyberman, a new Leader. Her conversion commenced, but Mel managed to stop the process before it was complete. Tiff now has most of the cybernetics, including a Cyber Leader’s armour and their cranial implant and emotional inhibitor. She still needs to eat for energy, and she still feels pain. But while the inhibitor is operational, it doesn’t matter to her.

Unfortunately, Mel switched the emotional inhibitor off, a misguided attempt to help Tiff. The pain of the partial conversion was overwhelming, and she initially passed out. When she came round, she could feel the Cyber software crawling around inside her brain, trying to take her over, and the chemicals running through her veins. Everything is pain, permanent and unrelenting. She can endure it for now, but not forever.

The Cyber Leader programming in Tiff constantly tries to take her over to become the dominant personality. Whenever the Leader takes control, the Cyberman Tiff has become takes on its deep, cybernetic voice. When Tiff manages to reassert herself, her voice returns to her own. For the moment, Tiff can resist and hold back the programming, but it’s easier to let the Leader surface now and again and handle the pain. Now Tiff can’t remember anything from before her internment in Cyberia, such as her first meeting with the Doctor. The Cyber programming can’t allow her to have hope, and it makes it easier for the Leader to gain control.

Despite the Doctor’s assurances that he will put things right, Tiff knows that no conversion this far progressed has ever been reversed. The Doctor’s response is that there’s a first time for everything – though he doesn’t sound entirely convinced.

TIFFANY JENKINS



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	2*

SKILLS

Athletics 2, Convince 3, Fighting 2, Marksman 2, Science 1, Subterfuge 3, Survival 2, Technology 3, Transport 3

TRAITS

Brave

*After her partial conversion, Tiff gains: Strength 7, Amnesia (Major), Armour (5 points), Cyborg, Fear Factor 2, Networked (Major: Other Cybermen, used to sending distress signal), Slow, Special – Cyber Leader Programming**, Weakness (Major: Gold inflicts 4 damage per Round of exposure), Weakness (Minor: Tiff’s constant pain gives her a -2 penalty on all rolls, negated if the Cyber Leader programming gains control or whenever Tiff’s roll to resist the Leader is Fantastic)

**At the beginning of each scene, and whenever under stress, Tiff must make a contest of Convince + Resolve to resist the Cyber Leader programming taking over; the programming has Resolve 4 and Convince 3. If the Leader becomes dominant, Tiff must spend 1 Story Point to try to reassert control by making the same roll. After full conversion, Leader programming has a +2 bonus on these rolls.

TECH LEVEL: 5

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

UR *(Intuition)*

Those who decide to get a bite to eat in the Swiss Alps will find something unsettling between the pale blue sky and bright snow. That small, picturesque ski resort restaurant hides a secret: the waiters seem to have perfectly guessed what exactly you were going to order before you do so. Okay, that's a bit odd, but nothing too terrifying. Just why do the staff possess such suspiciously good intuition?

The same could be said for the ticket booth operator, Stefan. The "guess what I'm thinking" game he plays with the clientele has been on a successful streak lately. Well, except for when he's asked something completely absurd. Take that man dressed in the technicolour dreamcoat: how is Stefan supposed to know how old he is? He looks like he's in his forties, but for all Stefan knows the man could be hundreds of years old!

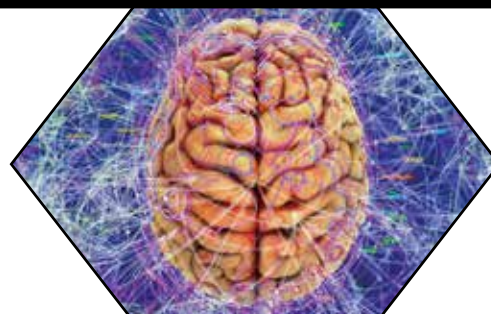
Oh, and there's the less important matter of that giant pulsating lump of brain-like flesh that's been startling the skiers, but disappears whenever the staff run to check it. Still, this precognitive ability seems to be affecting the visitors, too. How did they know that man's name was Stefan without him introducing himself?

A walk away and you'll find a cave. Inside is... everything! You see, taste, hear, smell and touch everything that you ever could, and some things you couldn't. You're unable to focus on anything (where would you even start?) but you do get some visions of your future. Unfortunately, these run the risk of causing irreversible mental damage. For each round a character is in the cave, they must make a difficulty 15 Awareness + Resolve roll or take 2(1/2/3) points of damage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Braving the "everything kaleidoscope", you'll find a crashed spaceship... and the pulsating lump of flesh. His name is Ur, and he's one of the first astronauts from his home planet. His body, made up of fleshy folds and tiny limbs at the base of his dome, makes him look almost like a giant brain! How appropriate: the planet his species evolved on has a powerful field that suppresses psychic ability, so they evolved with a heightened sense to compensate for it. Leaving the atmosphere, Ur was so overwhelmed by the horrible barrage of precognition that he crashed into the Alps... or rather, where the Alps would be after his ship changed the shift of the tectonic plates. He's been dead from the injury of impact for millions of years, but his precognitive ability is such that he was able to record this conversation with you in advance.

Ur is dead and had but one wish: that his ship is sealed off. You see, weeks ago (from your time) the local water supply will pass through the ship and into the remains of his decomposed body, meaning that anyone who drinks from the local water supply will gain inherent traces of his abilities. Ur just wants to free them from experiencing his own curse. Anyone who drinks from the local water supply gains the Psychic and Precognition Traits for as long as the Game Master deems appropriate.

UR

AWARENESS	5*	PRESENCE	3
COORDINATION	4*	RESOLVE	9
INGENUITY	6	STRENGTH	1

*Awareness becomes 20 when outside of home planet's atmosphere, Coordination becomes 1

SKILLS

Knowledge 5, Science 3, Survival 2, Technology 6, Transport 5

TRAITS

Alien
Alien Appearance (Major)
Alien Organs (Minor)
Technically Adept
Well Mannered

When Ur is outside of his home planet's atmosphere, he gains:

Clairvoyance
Empathic
Feel the Turn of the Universe
Precognition
Psychic
Telekinesis
Telepathy
Weakness (Minor) – His own telekinetic abilities

TECH LEVEL: 5

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VANMA (*The Deadly Weed*)

While most fugitive Time Lords develop a singular passion, Vanma is unique among his peers.

While “overseeing” isn’t too different a concept from “doctoring” or “meddling”, he’s reduced his scope from the entire universe to a single solar system: Lagon 2. It’s an average enough planetary system, possibly chosen by Vanma because it’s such a clean “vertical slice” of the greater universe. Vanma’s position includes everything from pacifying the violent Dalons, peace mongering between the constantly warring Rexac and Excalon, and making sure stray asteroid collisions don’t have long-term effects.

Vanma seems to have given himself the job purely as a personal challenge, wanting to fulfil the demanding role and its disparate challenges. While he’s always busy, his pleasant and welcoming wrinkled face gleams with purpose and satisfaction. (We don’t know the exact dimensions of Lagon 2, so feel free to populate it with any planets you see fit. It could even contain a relocated future Earth.) Whether or not Vanma has a secret motive (or the Time Lords do and are manipulating him) in overseeing Lagon 2 is up to you.

Vanma operates from a dome-shaped control tower on the tiny planet of Kryos, known for its bubbling purple lakes, golden sands and pleasant ecosystem of small creatures. The Time Lord holds enough esteem with whatever governing forces control the planet to have a small legion of humanoids who act as his assistants and companions, and who protect him with laser guns if need be. Despite the peaceful nature of his work, the tower contains a room filled with powerful munitions in case of emergency. It’s unknown if Vanma possesses a TARDIS or similar travelling machine; perhaps his entire base is an outer shell of some kind?

Oddly enough, Vanma’s statements on the topic of regeneration (and attachment to his current face) imply that he’s still on his very first body! Just how long can he keep hold on it, given his dangerous line of work?

Adventure Seed: The Dark Lagon

Your PCs have become good friends with Vanma from previous encounters (off-screen or otherwise) and are there with him when the entire system is invaded by an alternate timeline version of itself, where its desperate races are united and as powerful as the Time Lords. Said Gallifreyans long manipulated Vanma to prevent the alternate Lagon’s existence via peacekeeping. How will Vanma react to this betrayal, and can you stop "Lagon 1" from destroying its more idyllic counterpart?

Campaign Seed: I Am the Overseer

Vanma has regenerated and decides to go travelling the Universe in a similar manner as his friend, the Doctor. Dubbing himself “the Overseer”, his second incarnation might prove to be radically different from the first. This Vanma could still be a generally kind figure and friend to your Time Lord, but they may have radically

VANMA

AWARENESS	5	PRESENCE	6
COORDINATION	4	RESOLVE	7
INGENUITY	6	STRENGTH	2

SKILLS

Athletics 1, Convince 4, Craft 2, Knowledge 7, Marksman 2, Medicine 4, Science 4, Subterfuge 4, Survival 3, Technology 5, Transport 2

TRAITS

Boffin
Bio-Rhythmic Control
Charming
Eccentric (Minor) – Gets caught up in minor details
Faulty Heart
Feel the Turn of the Universe
Jack of All Trades
Obligation (Major) – Oversee Lagon 2
Owed Favour (Major) – By various governments and peoples of Lagon 2
Positive Outlook
Random Regenerator
Time Lord
Technically Adept
Vortex
Voice of Authority

TECH LEVEL: 10

STORY POINTS: 8

differing beliefs on how best to protect others, the Overseer finding it better to personally organise them over giving them personal liberties to grow. Keep your friends close, eh?

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

WALTER WIBBERLY *(To Cut a Blade of Grass)*

Walter Wibberly is a completely ordinary man who lives in Oldham, England. He worked as a pastry chef and was quite proud of his Cornish pasties. Even then, he was surprised to find out that one of his greatest customers was a time travelling alien who believed his pasties were the highest quality in human history! The two became fast and great friends, with “Dr. John Smith” even offering Walter the option of travelling with him in time and space, like so many other exceptional people.

However, he couldn’t. His obligation to his daughter Rosie was too strong, and he wouldn’t dare risk anything happening to him before he could see her grow up. Maybe another time, he’d always tell John. For his own part, “Dr Smith” took this quite well and gifted him a fancy top of the line telescope. “Maybe I’ll get a glimpse of you!” Walter joked.

Still, Walter couldn’t help but wonder what exactly this amazing time travelling alien saw in him. Surely, he must go on to save the world from a giant asteroid, or discover an important new galaxy?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

He never did make any great discovery or heroic action. Walter passed away of natural causes after a stroke, long after the offers of travel stopped. Still, he lived a happy life. Just before passing on, he got to see his daughter’s wedding and his grandchildren... thanks to a sneaky bit of time travel on the part of his old friend, of course.

Rosie would go on to write a poem that’d make her future husband smile at a passing businessman, who had a change of heart and not fire a cleaning lady, who then used the money from her job to buy her son an electronics kit for his birthday, the boy later becoming an engineer who would pioneer a telescope that would be used for thousands of years of spacefaring to come. So Walter did manage to contribute to a great astronomical discovery, just not in a way anyone could have anticipated!

WALTER WIBBERLY

AWARENESS	2	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Craft (Baking, AoE Pastries) 6, Knowledge 2, Science 2

TRAITS

Charming
Devotion – His daughter, Rosie
Face in the Crowd
Friends (Major) – The Doctor
Stubborn

EQUIPMENT

Telescope

TECH LEVEL: 5

STORY POINTS: 2



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE WATKINS FAMILY *(Retribution)*

August 9th, 1902: Edward VII's coronation and what was considered the end of the Victorian era. Of course, life for those in the more rural parts of England didn't change very much. Those rolling green hills separated by hedgerows and deep woods stayed the same regardless of the political machinations of the world.

In an area not too far from a small town or even the nearest (steam-powered) train station, a rather austere house lies far out of anyone's way. It borders two large fields, and the woods are only a short walk from the back garden. This house is owned by Professor Watkins and is also occupied by his daughter Emily and assistant Robert Lawton.

The Professor is tall and slim with brushed back hair and prominent features, and is rarely seen out of his lab coat. He seems to mainly be a chemist, judging by the numerous beakers and burners that line the crowded laboratory at the back of his house. Still, he seems to apply his skills to anything he can, frequently bringing bits of meteorites home with the hope that he'll make some kind of scientific breakthrough. The Professor owns a service revolver, likely from the Crimean War.

Robert Lawton is an elderly man with wireframe glasses, feeble but welcoming towards strangers. He does odd jobs for the Professor alongside his typical laboratory assistant's role, including driving the horse-drawn carriage, taking care of the horses and even acting as something of a bodyguard. Lawton might tire easily, but he's a surprisingly adept hand with a shotgun.

Emily is a college-aged young woman who often has to remind her father of things as simple as wearing a coat in heavy rain. Like the rest of her family, she has no belief in the absurd, such as spacemen and aliens. Still, the trio might be in for a rude



PROFESSOR WATHINS



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 2, Craft 2, Knowledge 3, Marksman 2, Medicine 2, Science 3 (AoE: Chemistry), Subterfuge 1, Technology 1, Transport 1

TRAITS

Boffin
Eccentric (Minor)
Forgetful
Insatiable Curiosity
Reverse the Polarity of the Neutron Flow
Stubborn
Single-Minded (Minor)
Technically Adept

EQUIPMENT

Service Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

awakening whe the Professor brings home his latest find, an object resembling a large white coffin (see V143. Who knows what kinds of odd things could pop up in such a secluded part of the country?

You may have noticed that Professor Watkins has the same name and occupation as an ally met by the second Doctor during *The Invasion*, both Professors even having plucky young daughters. The Doctor never remarks on it, but it's possible that the two are related, and that this family seems to coincidentally create affable scientists.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EMILY



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Convince 1, Craft 1, Knowledge 1, Medicine 1, Science 2, Technology 1, Transport 1

TRAITS

Charming
Face in the Crowd
Inexperienced
Run for Your Life!
Stubborn
Unadventurous
Well Mannered

TECH LEVEL: 4

STORY POINTS: 8

ROBERT LAWTON



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	1

SKILLS

Convince 2, Craft 1, Knowledge 3, Marksman 3, Medicine 1, Science 1, Subterfuge 1, Technology 1, Transport 3 (AoE: Horse-drawn Carriage)

TRAITS

Brave
Empathic
Sharpshooter
Unadventurous
Well Mannered

EQUIPMENT

Shotgun: 6(3/6/12) damage

TECH LEVEL: 4

STORY POINTS: 6



MONSTERS AND VILLAINS

THE ALLIANCE OF RETRIBUTION

(*Broadway Belongs to Me!*)

In February 1939, the Rivoli Theatre on Broadway is putting on a far-right nationalist musical show titled *Behold America!* starring one Melanie Jane Bush. Quite how this came about is a convoluted story...

The show's producer and director is Julian Arnstein, a larger than life figure with snazzy suits, fat cigars and diamond tie-pins (though the latter might just be paste). He's put all of his money into *Behold America!* and says it's his last chance for success. If the show fails, he'll have lost everything. He's also on speaking terms with Karel Lombard of the German American Bunt, an organisation of Nazi sympathisers. It's Julian who hires Mel as a chorus dancer after she goes back in time to investigate the show.

The show's star is Miss Lydia Putti, a middle-aged singer and actress with a broad New York drawl, who's a diva both on and off stage. She's fond of sipping from her "special flask", which she claims contains grapefruit juice. Actually, Lydia is only the star of *Behold America!* until an accident in rehearsals lands her with a broken leg. After that, despite her outraged protests, it goes ahead with Mel taking her part!

Another principal role is taken by Frances Drouet, who quickly befriends Mel and shows her the ropes. She confides in Mel that she thinks the show stinks but it'll probably be a monster hit! She also suspects Julian to be an alien (in the sense of non-American) as he doesn't even know what a hotdog is!

When the Doctor and Mel end up hiding in a closet in Lydia's dressing room, they see her drinking from her special flask... with a second mouth! You wouldn't even know it's there so long as she keeps it shut! And the drink in the flask is something far more acidic and corrosive than grapefruit juice...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Behold America! has been set up purely as a trap for the Doctor. Julian, Lydia and Frances are all aliens (in the sense of non-human). In fact, the entire company, the theatre staff and even the opening night audience are all members of the Alliance of Retribution, an organisation made up of some of the Doctor's most infamous nemeses. Or so they think. Actually, the Doctor doesn't remember any of them, and not because they're from his future or due to some sort

JULIAN ARNSTEIN



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS
Convince 4, Knowledge 2, Marksman 2, Subterfuge 3, Technology 3, Transport 3

TRAITS
Adversary (Major) – The Doctor
Distinctive
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 4

of amnesia. Just because they're not at all memorable.

Once they reveal themselves, the aliens drop their outrageous American accents. Julian is actually Strengista Mortis of the Blue Void, whom the Doctor once pitched into the Restless Ocean of No Return. Frances and Lydia are the High Margraves of Hobos, whom he consigned to a time loop for attempting to steal the vast mineral wealth of the Mestrik System. There are many other third-rate former foes present, including representatives of the Dark Beings of Dark Zone Two and Mr Arthur Lee of 4 Heathbank Road, Kilrea (the Doctor once wrote a letter to the council about his extension and he had to pull it down).

The Alliance may be a bunch of forgettable no-hopers, but they have a plan for their revenge. During the rehearsals of *Behold America!* Julian arranged for a photo opportunity for Mel and her dance coach, the Doctor, to glad-hand a number of guests. Secretly

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LYDIA PUTTI



AWARENESS	2	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	2

SKILLS

Convince 3, Craft (Dancing) 4, Marksman 1, Subterfuge 2, Technology 1

TRAITS

Adversary (Major) – The Doctor
 Alien
 Argumentative
 Distinctive – Replaced with Alien Appearance if her second mouth is seen
 Immunity – Acids
 Impaired (Minor) – While Lydia has a broken leg, she has -1 Speed
 Loud

EQUIPMENT

Flask containing a strong acid (eats through 1 point of Armour per Round then 1 damage per Round for up to 10 Rounds unless removed or neutralised)

TECH LEVEL: 7

STORY POINTS: 4

FRANCES DROUET



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	2

SKILLS

Athletics 3, Craft (Dancing) 3, Knowledge 1, Marksman 1, Subterfuge 2, Technology 2

TRAITS

Adversary (Major) – The Doctor
 Alien
 Attractive – Replaced with Alien Appearance if her second mouth is seen
 Charming
 Immunity – Acids

TECH LEVEL: 7

STORY POINTS: 4

SHAME INDUCER [Major Gadget]

Traits: Psychic Assault – A successful contest of Presence + Resolve delivers Resolve damage (ignores Armour, etc.)

Cost: 2 points



among them was Karel Lombard of the German American Bund, and a shot of the Doctor shaking hands with a prominent Nazi will soon be circulated around the galaxy to humiliate him and ruin his reputation. Not only that but, armed with psionic headsets, the members of the Alliance will use their combined mental might to induce an overwhelming sense of shame in the Doctor. It'll probably force him to regenerate, and it will almost certainly kill Mel!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE ANNUAL MASTER *(1st in The Fellowship of Quan)***UNIT RESEARCH FILE – TIME LORDS – THE MASTER – ANNUAL INCARNATION**

OVERVIEW: The Master is a Time Lord, appearing as a man in his forties with a pronounced widow's peak of black hair, slightly pointed ears and beard shaven in the fashion of a goatee.

While this appearance has similarities to that of both the Master who fought UNIT across the decade of [REDACTED] and the one who stole the body of Tremas, we have decided to record this incarnation as one distinct from them both. The Master has gained many regeneration cycles and stolen countless bodies in his quest for immortality, leading to great difficulty in establishing a concrete timeline of physical appearances and identities. [For a comprehensive, linear timeline of the Master's life, see *The Time War Expanded Universe Sourcebook*.]

Not helping matters is that this Master may have encountered the Doctor out of sequence, bypassing our assumed "Gallifreyan Mean Time" theories. We have chosen to refer to this incarnation of the Master with the temporary designation of ANNUAL, due to [REDACTED: ETA LEVEL CLEARANCE NEEDED TO ACCESS THIS PORTION OF THE TEXT]

MODUS OPPERANDI: Notable is that this incarnation seems even more skilled at hypnotic trickery than his other selves, preferring to bluntly use it as the direct point of his schemes rather than a supplement to more complicated plots. He also displays the ability to disappear completely, although he seems to need those around him to already be in a state of confusion to employ this. If encountered in the field, you can expect this Master to employ other tricks themed around magic.

KNOWN INCIDENTS: Records imply this Master primarily fought the Doctor's sixth incarnation, the two battling wits on the planet Quan (see L146) and in London in November 1986 (see L100). At some point, he was encountered by the Fifth Doctor in Medieval England, pretending to be a necromancer with the title of Merlin. This may have been one of this Master's first and most formative experiences, as most accounts describe him dressed in a flamboyant, wizardly fashion of long velvet cloaks with high stiff collars, either in black or green.

Recent intel states that this Master was marooned to the middle of the 1990s (a decade with notably few "blatant" appearances of the Doctor) due to the Doctor stealing an important piece of his TARDIS. This ironically put him in a similar state of exile as the Doctor's third incarnation. Records show he gave himself the particularly egregious pseudonym of "Professor Masterman" and tried to manipulate scientist Professor Thomas (see A112) into creating a time machine, hoping to speed up our planet's advancement to get the parts needed to repair his TARDIS. He used this machine to escape into the future, now separated from his TARDIS and in an even more desperate position.

THE "ANNUAL" MASTER

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	8	STRENGTH	3

SKILLS

Convince 6, Craft 3, Fighting 3, Knowledge 6, Marksman 3, Medicine 3, Science 4, Subterfuge 5, Survival 4, Technology 4, Transport 3

TRAITS

Adversary – The Doctor
Block Transfer Specialist
Boffin
Charming
Dead TARDIS
Distinctive
Eccentric (Minor) – Wicked, wizardly mannerisms
Hypnosis (Special) – Abilities so potent he can hypnotise masses of people at a time
Indomitable
Obsession (Major) – Find and repair his TARDIS, Beat the Doctor, Control the Universe (in approximately that order)
Percussive Maintenance
Photographic Memory
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Time Lord Engineer
Time Lord (Experienced x12)
Time Traveller (All)
Voice of Authority
Vortex Born

TECH LEVEL: 10

STORY POINTS: 8

Therefore, you have been provided with access to this document. As we have no clue where this version of the Master has found himself or even how his story begins or ends, it's entirely possible he's skulking about in the present day, desperate and waiting for a chance to strike. Be on your guard, soldier.

ANTHROPOID *(Retribution)*

While all sorts of bits and pieces fall out of the sky from time to time, a spotlessly white, near-indestructible coffin-shaped box is quite out of the ordinary. It can only be opened by the extra-terrestrial figure lying in suspended animation inside, at which point a cloud of vapour rises and the lid blows off violently enough to cause some serious harm to anyone trying to open it.

Between its four pincer hands, silver spacesuit and multifaceted eyes, there's no question that this large, hairy biped is not of Earth, despite its superficial resemblance to the common housefly.

This creature is strong enough to smash open heavy doors, and this is likely the reason for it having been selected for scouting out ahead of their fleet, being the most physically able of its species. The scout's "coffin" holds a small compartment containing useful things, such as a laser pistol. An interesting aspect of this creature's biology is that it has a shell thick enough that it can just shrug off blasts as heavy as shotgun fire. On the plus side, this means that any pacifistic individuals need not worry about killing it by accident and are safe to blast away, with the worst the alien suffers being a headache.

Once the scout examines its surroundings enough to confirm that it's safe for the rest of its people, it activates something in the coffin that will send a signal to the ship it came from. The main ship mainly consists of one gigantic, cathedral-like chamber containing tier upon tier of coffin-shaped suspended animation chambers, like the scout variation but transparent. There are thousands of similar Anthropoid creatures hibernating in them. After being awoken, they need to regain control of their stiff limbs before they can properly do anything. But if necessary, they can still shriek "INTRUDER IN THE HIVE, KILL!" at the top of their perishingly high voices. Naturally, they have a social structure that humans would consider insect-like. Every single Anthropoid has been trained and equipped with lasers.

But why exactly are these Anthropoids so insistent on massacring Earthlings? Revenge. A huge space vessel from Mutter's Spiral crashed onto their planet far away in the oddly named Kyle System, killing millions and poisoning most of their world with radioactive fallout. While this is cause enough to be angry, the Anthropoids are obsessed with the idea of blindly killing every lifeform in the Spiral irrespective as to whether they're the actual guilty party or not, seeing death as the justification of more death.

Adventure Seed: Fall of the Anthropoids

Your TARDIS crew are in the Kyle System when they get sucked into a rip in time, alongside several white coffins. Landing on the Anthropoids' home planet before its irradiation, they realise the future natives have gotten so desperate they've resorted to meddling in their own time-stream. As the Anthropoids of the past are peaceful and welcoming to their alien visitors, will your crew resist some meddling themselves to avert the collision? They'll also have to stay on their guard to avoid those paranoid, future Anthropoids...

ANTHROPOID SCOUT

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	5

SKILLS

Athletics 2, Convince 1, Fighting 3, Knowledge 2, Marksman 3, Science 2, Subterfuge 2, Survival 3, Technology 4, Transport 2

TRAITS

Additional Limbs – Four arms

Alien

Alien Appearance

Armour (15 points)

Brave

Fear Factor 2

Indomitable

Obligation (Major) – Fellow Anthropoids

Obsession (Major) – Revenge on the inhabitants of Mutter's Spiral

Tough

EQUIPMENT

Laser Pistol: 5(2/5/7) damage

Suspension Pod [Traits: Environmental (Minor), Homing Beacon (Major), Resilient (Special). Story Points: 9.]

TECH LEVEL: 6

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

B'LEMYAE *(The Headless Ones)*

Among its decorative illustrations, the Hereford Mappa Mundi includes a headless man with his face in his torso. This mythological creature is known as the B'lemmyae (or *Akephaloi* in Greek), meaning headless one. These savage creatures were said to hunger for flesh and were inconsistently attributed to anywhere in the world considered unexplored or primitive by larger cultures. In 1896, Lord Erpingham (see V169) funded an expedition to the Congo to find them.

The legends are correct, though few have seen the B'lemmyae. A tribe living deep in the Congo claim that, generations ago, the beasts hunted them until they fought back in a bloody war. They're deceptively fast, armed with spears and blowpipe darts tipped with tranquilising poison. The B'lemmyae are the height of a squat man, with dark, hairy skin and their faces within their broad, muscular torsos. They have abnormally long arms and deep voices, but little gender dimorphism. Stranger than the B'lemmyae's appearance is their insistence that they are from Earth and always have been.

According to B'lemmyae creation myth, a goddess once lived above the world, heavy with unborn children. She grew sick as fire engulfed her, her body sparking into the stars. The goddess cried, and each tear grew into a child as it hit the ground. The reputed site of this event, the "First Place", is near a human tribe, leading to conflict. The B'lemmyae were forced to migrate across the world after a war with their neighbours. Every few generations, they are affected by a hypnotic trance they've named the Calling, which compels them to return to the First Place, reigniting the conflict.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The B'lemmyae are aliens, forced from their homeworld due to colonisation and persecution by another species. Enough generations have since passed that their true history is now a myth: the dying goddess crying them onto the planet represents their mothership malfunctioning; her tears were their escape pods crashing to Earth. B'lemmyae technology was made of augmented diamond with complex circuitry, solar-powered and activated telepathically, woven into the very lattice. As thousands of broken shards from the pods have littered the First Place for years, their psychic distress call has been amplified by a feedback loop, turning it into a shrieking blast of raw psychic anguish that can quickly destroy any spaceship that picks up its signal. Even a TARDIS risks being torn apart mid-flight. Attempting to telepathically link with the shards to stop the signal requires a Difficulty 20 Awareness + Resolve roll to avoid 4(2/4/6) points of damage, with repeated failings frying the mind completely.

After so many generations, the B'lemmyae not only believe they are of Earth but would refuse to be relocated. While the first B'lemmyae did murder and eat humans from the local tribe, it was out of ignorance that they were sapient. Generations of nomadic

B'LEMYAE



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS
Athletics 4, Craft 2, Fighting 3, Marksman 3, Medicine 2, Subterfuge 4, Survival 4 (AoE: Rainforest)

TRAITS
Alien
Alien Appearance
Fear Factor 2
Psychic
Quick Reflexes
Tough
Weakness (Minor) – Recent B'lemmyae generations barely use their psychic powers, and suffer a -4 penalty on all psychic rolls including resisting possession

EQUIPMENT
Blowpipe Darts – S(S/S/S) damage
Spear: Strength +2 damage

TECH LEVEL: 1 (formerly 6)

STORY POINTS: 4

travel have taken toll on the B'lemmyae, now limited to a few dozen individuals. Brokering peace with the humans' inexperienced young chieftain may be their last chance at survival, as the B'lemmyae's next battle may wipe them out completely.

THE BLACK WEED *(The Deadly Weed)*

One day, a particularly small, insignificant comet crashes into a planet. By the time anyone goes to examine it, they find... nothing out of the ordinary. This is because what was hiding in it can move extremely fast, crossing the entirety of a smaller planet in a day or two. At first, it hides in lakes and rivers where its outward appearance won't attract too much attention, as its form resembles wiry, jet black weeds. The weed itself seems to possess a primitive level of intelligence, simply understanding the best course for it to fulfil its purpose. Once any living creature directly touches it, an infection is passed on. This infection first makes its victim violently convulse with a quick death, then re-arranges their very molecular structure, transforming them into a bronze-like metal.

The infected bodies are then brought back to a semblance of life, as a robotic creature that wants only to spread the weed's infection even further. These creatures appear to be extremely unintelligent and are essentially parasitic organisms, as the typically pacifistic Doctor had no issue blasting them to pieces with laser guns. These zombies cannot actually transmit the infection themselves: they still need to bring the weed into contact with organic life to convert it. As the infection has been seen to affect both humans and small alien creatures, it's possible it can work this odd effect on any organic lifeform.

The weed itself cannot reproduce. The life-force animating the infected is connected to a microscopic amount of the weed that latches onto the ground wherever it first lands: simply destroy this and the rest of the weed and robots are rendered completely inert. Be careful of the infected though: they're just intelligent enough to stuff small traces of the weed inside themselves, enough to infect anyone inspecting them. A careless army can be converted in minutes!

The comets that carry this organism are from the oddly named planet Jerimi, inhabited entirely by robotic life which 'reproduces' using the weed to attack living creatures (probably bred by the robots for this purpose) and transforming them into robotic organisms. It's unknown whether the weed-bearing comets finding their way to other planets is an active attempt at conversion or an unfortunate accident.

THE BRONZE INFECTED

Those infected by the black weed retain their original attributes, but with the following modifiers.

Attributes: Awareness +1, Coordination +1, Ingenuity -2, Presence +1, Resolve +3, Strength +3

Traits: Distinctive – Shining bronze skin, Indomitable, Networked (Major) – To the weed and other infected, Relentless, Robot, Single-Minded (Major) – Convert all organic life via the black weed, Tough

THE BLACK WEED

AWARENESS	2	PRESENCE	N/A
COORDINATION	2	RESOLVE	N/A
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 1, Fighting 2, Survival 4

TRAITS

Alien

Alien Appearance

Burrowing

Climbing

Environmental (Major) – Survives in all conditions, including the vacuum of space

Fast (Major)

Fear Factor 1

Infection

Impaired Senses (Major) – No senses other than touch and smell

Tough

Weakness (Major) – Destroy the small amount of weed left at landing point and the rest is rendered inert

TECH LEVEL: N/A

STORY POINTS: 10



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

COLONEL THOMAS CAXTON *(Fortunes of War)*

Colonel Thomas Caxton is an odd character for a senior officer serving in one of history's most notoriously bloodthirsty conflicts: the Great War of 1914-18. He has an unassuming appearance and an almost indecisive character. He speaks with an educated, upper-middle class accent and seems more like a business manager than a colonel. Nevertheless, by 1916, he is on the staff of Field Marshal Haig.

But all is not as it seems with Colonel Caxton, nor with the timeline in which this version of the Great War plays out. For a start, the assassination of Archduke Franz Ferdinand that triggered the War was unsuccessful here. Caxton deflected the bullet so that it only nicked the Archduke's neck. But the start of the War was only delayed by a week. By this point, war was inevitable.

So, having failed to stop the Great War entirely, Caxton tried numerous times to change its course, to reduce the sheer numbers of casualties. In 1916, he's instrumental in persuading Field Marshal Haig not to launch the offensive that would become the Battle of the Somme, perhaps the most pivotal conflict of the entire war. But again, Caxton's plans fail when the First Doctor arrives and, in order to restore the timeline, convinces Haig to give the order to start the preliminary bombardment.

The Battle of the Somme still takes place but is over a month late, saving over a quarter of a million lives. Except that something is snuffing those spared lives out, as if time is trying to tally its books.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Caxton is a man out of time. Literally. He's from a hundred years in the future. In 2018, he was on a business trip to Germany and decided to visit the grave of his great uncle, who fought in the First World War. But the graveyard in the Reichswald forest in Northern Westphalia is the centre of a temporal rift that is the cause of local legends of the forest being haunted. Caxton entered the graveyard in 2018 and emerged in 1913.

Caxton thought he'd been given a chance to prevent the War from ever happening and used his knowledge of the major events to attempt just this. Except that history always tries to rewrite itself. The War starts even if Franz Ferdinand survives; major battles are only delayed, not prevented. And time itself, although not truly sentient, takes back those lives which would have been lost if history had run its course.

In the trenches, mud creatures (see a future *First Doctor Addendum*) drag Germans and Tommies alike down into the earth. Later, as the temporal disruption increases, corpses rise like zombies to kill the living. Not just WW1 soldiers, but Napoleonic infantrymen, medieval yeomen and Roman legionnaires. If it's not stopped, this madness will spread across Europe and the world.

COLONEL THOMAS CAXTON

AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 1, Convince 4, Fighting 1, Knowledge 3, Marksman 2, Subterfuge 2, Technology 1, Transport 3

TRAITS

Alternative Existence (see *The First Doctor Expanded Universe Sourcebook*)
Face in the Crowd
Military Rank (Special)
Obsession (Major) – Stop the War if possible, or save as many lives as he can if not
Time Traveller (Minor) – Tech Level 4

EQUIPMENT

Revolver: 5(2/5/7) damage

TECH LEVEL: 5**STORY POINTS: 8**

Caxton isn't evil. But his failures have made him obsessed with saving lives, even at the cost to history and to the living. By 1918, he is a shell of a man broken by his failures but determined to carry on regardless.

THE COMPLEX (Conflict Theory)

The Complex are enigmatic aggressors: they don't have any discernible goal like building an empire or holding worlds to ransom. The Complex's mothership arrives in orbit; their fighters blot out the sky by sheer numbers, their bombardment destroying everything in sight. Then they warp out before anyone can retaliate.

The Complex have resisted all attempts at communication, with white flags just providing another target. Strangely, all their invasion sites are peaceful areas far from ongoing conflicts or military action, usually comprising vast libraries, museums and other cultural centres. If a Complex ship is shot down, the others prioritise carpet-bombing the wreckage so the crew's corpse is impossible to study. Those who have glimpsed them have seen blank robotic heads and heard chants of "Inferiority must be removed!", implying that they are merely a race of generic robotic xenophobes.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Complex chant their mantra not because they believe they're purging cultures inferior to *themselves*, but because they believe themselves so innately inferior that they're bringing everyone else down to their level. Members of the Complex are humanoid and only appear robotic because they wear smooth helmets that conceal their faces. They are traditionally attractive but hold an irrational contempt for their appearances so that no outsiders must see what they look like. Complex members have very fragile egos: to keep functioning throughout the day, they depend on headphones that pipe generic positive affirmations.

The Complex don't even have a command structure. None have the confidence needed to assert their authority, and they're driven to insecurity over the slightest things. All decisions of who to attack next are made at group meetings staffed by those who aren't so scared of public speaking; the coordinates are programmed by those who aren't so scared of technology; and those who aren't so scared of flying pilot the ships.

The Complex are a product of the Freudian Institute (see *L110*), a group devoted to psychiatric research. The Institute developed robotic therapists modelled after Sigmund Freud and reasoned that the best patients would also be robots, programmed with every mental disorder and neurosis known to medicine, like psychological crash test dummies. The Galactic Humanoid Rights Council forced the Institute to decommission the robots, but they secretly ignored this order: they were too tantalising as test subjects and were forced out on their own, becoming the Complex. The Institute is currently writing a paper entitled *Studies in the Psychological Aspects of Conflict Theory*, supposedly listing cases of societies where epidemics of low self-esteem had apocalyptic results. In actuality, this is a list of places the Complex have destroyed, with each wrecked site making the paper seem even more impressive.

The Complex believe that they're acting independently and are completely unaware that they're pawns in the Institute's game. If they realise this, they may direct their true contempt towards the robotic therapists who didn't cure them. A full-scale full assault

COMPLEX MEMBER



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 1, Fighting 1, Knowledge 1, Marksman 1,
Medicine 1, Subterfuge 3, Technology 1, Transport 3

TRAITS

Attractive	Distrustful
Emotional Complication (Major) – All-consuming inferiority complex defines every decision and reaction a Complex member has	
Obsession (Major) – Destroy other cultures and peoples	
Relentless	Selfish
Weakness (Major) – Relies on constant positive affirmations via headphones to function normally	

EQUIPMENT

Body-Concealing Suit and Helmet (Armour: 5 points)
Laser Pistol – 5(2/5/7) damage
Positive Affirmation Headphones

TECH LEVEL: 6

STORY POINTS: 2-4

on the Freudian Ship piloted by the therapists would endanger its countless patients and visitors. Contempt for the Institute itself would be justified, as curing the Complex of their neuroses would be as easy as reprogramming them!

COMPLEX MOTHERSHIP/FIGHTER

Armour: 15/8 **Hit Capacity:** 15/10 **Speed:** 8/12*

Mothership: Armoury, Mobile Base, Minions (The Complex), Ongoing Mission (Destroy the Universe's cultural sites), Travel
Fighter: Explosive Laser – 10(8/10/12) Damage, Travel
 Story Points: 5/2

*Multiply by 100 and add the pilot's Coordination to determine Speed in space.

THE DARK QUEEN *(Mel-Evolent)**Once upon a space and time...*

A time traveller glimpsed into a mirror and saw her reflection shrieking back at her, bearing unnaturally pale skin. This vampiric likeness was adorned in black makeup and a black dress, and bore a coronet of sculpted black bone. (For the sake of this performance, the mirror was the Doctor's Space-Time Visualiser, the young traveller being Melanie Bush. Your own retelling might alter these details to better fit your audience.)

The traveller and her friend were shocked at what they saw through the hazy visualiser: hundreds of shambling, grunting goblins with horns and sharp teeth carrying hammers, drills, blowtorches and all other sorts of construction equipment. They grew evermore shocked when these goblins appeared to be in their own TARDIS's winding rooms and halls, and started carelessly smashing and cutting through the roundels, floor and features; leaving nothing but gaps through which the empty void of the Vortex could be seen! With a workman-like precision, the tiny horde embedded metal scaffolding into the walls at seemingly random points.

The goblins seemed to fear Mel's doppelganger, the Dark Queen (so nicknamed by our heroes as her henchmen couldn't stop crying out "MY QUEEN!" as if their lives depended on it). With a frightening presence, she barked orders at them to continue their mysterious toiling, tools cruelly scraping into the TARDIS like demented dental instruments. Commanding the fear of the cruel horde, she seemed to radiate sheer malice and wickedness from her every pale pore.

Melanie hatched a recursive plan: she'd impersonate her own double! Donning an outfit similar to the Queen's, she stepped through the Space-Time Visualiser to where the Queen had come from, dubbed "this space" by the goblins. (The Doctor's TARDIS being "other space", as the goblins were such great philosophers.) Melanie was unsurprised to see that the Queen's realm was as gothic and ancient as she expected: moss and vines grew carelessly over gargoyles and archways; layers of dust and cobwebs so fine she couldn't discern the subjects of the numerous oil portraits. Here, the void was far more dramatic than it was in the "Other Space", forming a vast cloudy storm. The gaps between areas were so wide, rooms and bits of corridor floated like islands over the storm-cloud's waves!

Here, Melanie saw the point of the scaffolding: the goblins were setting them up in both places, bringing the pieces of the TARDIS here to plug the gaps. They were shrinking and teleporting the broken pieces of the TARDIS to this space by drawing in the air with their fingers, like children playing at magicians. Mistaking Melanie for their queen (My queen!) they fearfully offered to take her to "the host". Melanie was surprised to be led to a... strangely calming, perfectly plain room. Inside the room was a coffin, and inside the coffin was a figure robed in brown velvet. A sleeping beauty whose face morphed endlessly through a bright golden light...

THE DARK QUEEN (THRUSH PARASITE)

AWARENESS	5*	PRESENCE	4*
COORDINATION	4*	RESOLVE	6*
INGENUITY	4*	STRENGTH	1*

*May use host body's Attributes instead

SKILLS

Copies the skills of its host body

TRAITS

Alien
Arrogant
Control (Minor) – Time-Sensitive Technology
Dependency (Minor) – Feed on constant source of time energy
Hypnosis (Major) – Time-sensitive individuals
Menacing
Possess
Selfish
Shapeshift (Major)
Special – Thrusk Gestalt: Comprised of thousands of Thrusk souls, can detach them from body and place them in synthetic bodies made from existing matter, needs a visual inspiration to create bodies
Uncreative (Major)
Voice of Authority
Vortex

When the Thrusk takes on another form, it gains Doppelganger and a selection of Traits belonging to its host body. When in the form of the Dark Queen, it gets the following Traits:

Doppelganger (Major) – Melanie Bush
Eccentric (Major) – Loves gothic aesthetics and being theatrical
Silver Spoon

TECH LEVEL: 9

STORY POINTS: 10

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Clever listeners may have deduced that this is a Time Lady regenerating in a zero room, and that this gothic space is her own TARDIS. Her name is Tamira, and this polite, regal woman is from Gallifrey's earliest days. Her Type 2 TARDIS's (relatively) primitive technology was easily attacked by a Vortex parasite calling itself the Thrusk.

The Thrusk is named as such as it's the only remnant of a race so greedy they attempted to mine the Vortex itself for riches! Whatever happened to them in the Vortex, they are now a singular gestalt parasite. The Thrusk infected Tamira, triggering a regeneration that was suspended as she tried to fight off the intruder and the Thrusk absorbed its energy. Suspending its host in the Zero Room, a dark scheme was hatched: it would cause a collision when it came across another TARDIS, the likes of which would replace the universe with a new one, where every single atom was itself!

Unfortunately, the Type 2 would need some repairs using parts of the other ship before it could function in the way the Thrusk needed. The Thrusk set about making hundreds of goblin minions

from the walls of the TARDIS itself. The goblins' appearance was likely inspired by Tamira's taste in gothic gargoyles, with their identities as cruel mining bullies deposited from the parasite. It created enough goblins that it seems to only have a single identity left: a malicious copy of Tamira's personality Traits.

The goblins are cowardly, dim-witted and cruel, but they obey because they fear death more than anything. Becoming aware that their queen's (My queen!) plan would result in their own deaths might end in some quick and easy matricide...

Affected by absorbing Tamira's regeneration energy, the Thrusk stole the first face it saw: that of Melanie Bush. If you were able to defeat the wicked Thrusk and save the good Lady Tamira (who claims she'll expunge her TARDIS of all future parts when she returns to Gallifrey), you'd notice that as her regeneration settles, she inherits the face the Thrusk stole! It must be odd for the chosen companion to know that somewhere in the earliest depths of Gallifrey's history, there's a Time Lady (or Lord or Liege, depending on what gender identity the Thrusk had to work with) that looks just like them!

GOBLIN (THRUSH SOUL)

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	4

SKILLS

Fighting 2

TRAITS

Alien
Enslaved – To Thrusk Parasite
Selfish
Special: Dimensional Control – Can freely shrink objects and restore them to original size
Vortex

When in the form of Goblins, they gain the following:

Alien Appearance Climbing
Fear Factor 2 Repulsive
Tough

EQUIPMENT

Sledgehammer, drill or blowtorch

TECH LEVEL: 9

STORY POINTS: 1-2

LADY TAMIRA

AWARENESS	6	PRESENCE	7
COORDINATION	5	RESOLVE	9
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 1, Convince 5, Craft 7 (AoE: Theatrical Acting), Knowledge 5, Science 3, Subterfuge 5, Survival 7, Technology 4, Transport 4

TRAITS

Bio-Rhythmic Control
Eccentric (Major) – Loves gothic aesthetics and being theatrical
Feel the Turn of the Universe
Insatiable Curiosity Silver Spoon
Tailored Regeneration Time Lord
Time Lord – Experienced x5
Technically Adept Vortex

EQUIPMENT

Type 2 TARDIS (use the stats for an Ancient TARDIS from *The Time Traveller's Companion*)

TECH LEVEL: 8

STORY POINTS: 5

DAVARRK *(Davarrk's Experiment)*

A deserted manor, dusty with disuse and considered haunted by the locals, in England 1924. Past the overgrown garden and within the cobwebbed halls lies the hatch to a small attic crammed with whirring electronic equipment, including surveillance systems bugging the entire house. It doesn't take a Time Lord to tell that a member of an alien species has set up shop!

The alien in question is the cloaked humanoid Davarrk, who was unlucky enough to crash his spaceship in a local lake. Fortunately for him, Davarrk immediately found a secluded place to continue his work with what technology he could salvage, his work being “body transmorphology”, reconstituting genetics using highly dangerous T.N. rays emitted from a massive glass and steel cabinet (see *G30*). As he’ll excitedly inform you (while you’re tied to a chair) in a breathless, wheezing voice, Davarrk is obsessed with the idea of giving himself a flesh and blood body that can match the immortal, infallible qualities of a robotic one.

Not only has Davarrk been kidnapping and experimenting on random tramps and poachers whenever they come too close to the manor, he's clearly already begun his self-improvement. Davarrk has a scaly left arm ending in a pincer (likely Martian) and a clumsy, hoofed leg. A vain lunatic, the leg was an accident in a previous experiment. What did Davarrk learn from the experience? That he needs more test subjects of course! Just his luck that a group of youths seem to have purchased the manor on the cheap, wanting a fun summer holiday... Oh, he might have some fun with seeing what aspects of your non-human player characters' biology he wants for himself!

One of the first things Davarrk did when moving into the manor was to replace all the garden's statues with robotic copies, controlling them with ultrasonic signals. These include an archer, a cherub and several Roman men in togas.

Adventure Seed: Devils and Details

A headstrong faction of Sea Devils was inadvertently freed from their hibernation decades ago and believe that wiping out humanity by themselves will make them legendary heroes to the rest of their people when they awake. Salvaging Davarrk's spaceship, they're surprised to see a perfect clone of the mad

ROBOT STATUE

Attributes: Strength 4, Coordination 2, Awareness 1

Skills: Athletics 2, Fighting 2

Traits: Armor (5 points), Dependency (Major: Becomes inert if machine commanding them is destroyed), Fear Factor 1, Robot

Tech Level: 6

Story Points: 1-2

For Cherub: Add Size: Tiny (Minor) and Fast (Minor).

For Archer: Add Marksman 2 and the equipment Stone Bow and Arrow: 3(1/3/4) damage.

DAVARRK



AWAWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	5	STRENGTH	2/4*

*Martian arm only (restricted to grasping and pinching)

SKILLS

Convince 1, Craft 2, Fighting 1, Knowledge 3,
Marksman 1, Medicine 4, Science 4, Subterfuge 2,
Survival 1, Technology 4, Transport 1

TRAITS

Alien
Clumsy – When using his hoofed leg for anything
Distinctive – If mutated limbs are visible, becomes
Alien Appearance
Eccentric (Major) – Mad scientist
Menacing
Obsession (Major) – Augment his body to
perfection!
Repulsive
Reverse the Polarity of the Neutron Flow
Selfish
Technically Adept
Tough

Davarrk will gain Alien and/or Special Traits as he further augments his body.

EQUIPMENT

T.N Cabinet (see *G30*)

TECH LEVEL: 6

STORY POINTS: 10

scientist suspended in a watertight pod. This Davarrk and the Sea Devils strike a bargain: they'll provide him with materials for his personal experiments, and he'll augment their bodies to become dangerous enough to annihilate entire human armies. By the time the TARDIS lands, this coalition may have already made too much progress to be stopped.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DRORNIDIANS (*Chronomancer, The Wrong Side of History*)

The people of the planet Drornid¹ consider themselves to be cousins of the Time Lords, though they don't share their physiological advantages such as a second heart and respiratory bypass system. Even so, Time Lord history records that as a result of a schism in the College of Cardinals, a rival President set up shop on Drornid and was only forced back to Gallifrey when he found he was being ignored. Perhaps there is some Time Lord blood deep within the Drornidian gene pool, or perhaps they are cousins merely by virtue of cultural intermingling rather than biological.

In return, the Time Lords view the Drornidians as pretenders who have somehow appropriated much of their technology from Gallifrey. If this includes time travel, the Drornidians have kept their theft a secret as the Time Lords are very protective about that sort of thing. But nevertheless, they have developed suits capable of time travel, called chrono-armour.

The planet has produced its fair share of villains, including the criminal Skagra (see *Shada*) and the breakaway sect called the Gentry under the leadership of Havash Khavûl (see *V161*). But it has also produced more benevolent and noble Drornidians. Many of these join the Chronomantic Order to become Chronomancers and are dedicated to protecting others against the predations of the Gentry, who model themselves after their Time Lord ancestors. The Gentry want to rule all of time and space as if it were their own and restore Drornid to its former glory.

Tannus Vallon is a Chronomancer and the sworn enemy of Khavûl and the Gentry. He was pivotal in capturing Khavûl's followers, including his wife, and confining them within an Oubliette, a dimensionally transcendental prison from which no one is intended to return, and small enough to sit in the palm of the hand.

Tannus Vallon used to be a friend of Khavûl, who was himself a Chronomancer. He is brave and noble and follows the Chronomancers' code: *"For truth, justice and the freedom of Drornid."* He wears the chrono-armour that is issued to all Chronomancers and carries a Vortex gun capable of ageing a target to death. Chrono-armour is symbiotically attached to a Chronomancer, with implants connected to the skull and along the spine. It allows its wearer to open time portals and travel through the Vortex without need of a time capsule, and is fitted with energy gauntlets and a perception filter.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Tannus Vallon is killed in Sheffield by Khavûl, it is Tannus's suit that Professor Patricia McBride (see *V183*) steals and uses to transform herself into Purity. With it, she intends to prevent the future she saw on her single trip in the TARDIS from coming to pass, writing and re-writing the timelines to do so.

TANNUS VALLON

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 3, Marksman 4, Subterfuge 2, Survival 2, Technology 3

TRAITS

Adversary (Major) – Khavûl and the Gentry
Brave
Code of Conduct (Major) – Truth, justice and the freedom of Drornid
Cyborg
Gadget – Chrono-Armour (see below)
Impulsive
Obligation (Major) – The Chronomantic Order
Vortex

EQUIPMENT

Vortex Gun: L(4/L/L), ignores all Armour and most Forcefields
Chrono-Armour [Traits: Alien Senses (Various visual enhancements), Armour (5 points), Environmental (Minor: The Vortex), Face in the Crowd, Fast Healing (Major), Scan, Transmit, Vortex, Zap (Minor: L(4/L/L) damage). Story Points: 16.]

TECH LEVEL: 9

STORY POINTS: 6

¹One minor footnote in the history of Drornid is that only the Drornidians call their planet that. Because of a typo in *Bartholomew's Planetary Gazetteer*, almost everyone else calls it Dronid (with no second R). The Doctor is an exception.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EL ZEDDO (*The End of the Beginning*)

In the 51st Century, Titan is at the height of the gridium rush. Gridium is highly valuable but dangerous to mine, and life on the new frontier is fast and short. Mining robots such as the SpectroMegaTech Bright 900 planetary survey drones are used in the most dangerous situations. The 900s are highly advanced but are prone to glitching, and one has gone rogue and become a crime lord

The rogue drone was designated L-Z-O and now calls itself El Zeddo. Like all 900s, it has a remote brain, though it's usually kept nearby for security and access. El Zeddo has set itself up as leader of the Freebooters, robotic pirates that attack ships and raid outposts. This is the time of the Organo-Robotic Bootleg Wars when El Zeddo attempted to unite other robot crime lords behind it, and humans fought machines.

El Zeddo leads its campaign of terror from a captured starship on the far side of the Skrim Belt. It's large enough that it can open its bay doors to swallow smaller ships, allowing El Zeddo's Freebooters to force their way aboard.

Like the rest of its mechanical brigands, El Zeddo is a large, humanoid machine that speaks with a harsh electronic voice and clanks loudly as it stomps around. Its remote brain is located in a secure chamber aboard its ship.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

El Zeddo has a Time Lord to thank for its liberation from organic tyranny, though it never knew their name. Many years ago, L-Z-O's body and remote brain were lost in a rockslide in an unstable gridium cave. A wandering Time Lord found the robot and replaced its damaged operating lattice with a superior crystalline substitute. From that moment on, El Zeddo's self-awareness grew, as did its hatred of all organic life.

The name of that Time Lord was Gostak (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), the Doctor's favourite teacher when he was at the Academy. Gostak had an obsession with finding Botoia, the lost moon of Gallifrey, the Time Lords' equivalent of Atlantis. After centuries of searching, Gostak has found it. The legends say that the lost moon is the location of the Cosmic Restorator (*ibid*), a device powerful enough to roll back time across the entire Universe. Gostak is quite mad and intends to use the Restorator to revert time to the rule of the ancient Time Lords, an act which will erase countless civilisations that have risen up since then.

The Restorator requires four Time Lords to operate. So Gostak has hidden three data crystals in various places to act as a lure for three incarnations of the Doctor, with each crystal containing the coordinates of Botoia. He installed one of these crystals in the operating lattice of El Zeddo's remote brain. If it's removed, El Zeddo can be restored to factory settings, becoming a polite robotic servant again.

EL ZEDDO

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	5

SKILLS

Convince 3, Fighting 2, Marksman 3, Science 1, Technology 4, Transport 2

TRAITS

Alien Organs (Special) – Remote brain
 Armour (5 points)
 Environmental (Minor) – Doesn't breathe and can withstand extreme cold
 Menacing
 Obsession (Major) – Hatred of all organics
 Robot
 Wanted (Major)

TECH LEVEL: 8

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EVERETT MARSHALL *(Doctor Who and the Rebel's Gamble)*

What follows is the last surviving page of notes made by Dr. Carl Jenner (see A100) prior to his unexplained disappearance alongside one of his patients, a ward of the state named Everett Marshall. According to his secretary, Jenner and Marshall disappeared with a "big windy noise" that left his office in disarray. Hopefully these notes can shed some light on the event, and both men will be found soon.

-pleasantly surprised by his soft voice, thick with a backcountry, Deep South accent. Very young, I estimate 21 years old. Small amount of stubble on his weak chin. Says he was born in Lawrenceville, Georgia. Poor fellow: they've been calling him an escaped mental patient since getting here, which has clearly gotten to him. Unsure on the precise nature of his delusion yet, but the story he's presented certainly points to an obvious source: guilt. He's completely convinced that he's a soldier in the Confederate Army who has just experienced July 1863 as if it were yesterday.

According to Everett, he was a soldier in the 2nd Georgia Squadron on the Gettysburg battlefield (the Devil's Den, from his descriptions), before some force pulled him from there to the National Park in present day. Quaintly refers to the present as "up here". It's likely he just took his name from a list of the dead on a memorial he saw there. Despite how odd 'the future' was to him, he quickly adjusted to the novelty of it all ("Tee-vee! 'Lectric lights!") before getting hit with a realisation: he felt like he had completely abandoned his friends, a dishonourable coward. Overwhelming sense of survivor's guilt worsened as he recalled his brother (Frankie, another name on the memorial) was also in the Devil's Den that day.

Everett quickly got to studying the complete history of the American Civil War. After he told me he felt like something was trying to "pull him back", I asked what he would do if he could go back in time, and he was surprisingly open: he'd re-join the Confederate Army, using his knowledge of the future to be promoted up the ranks and stop their every failure. Based on his impressive knowledge and how one single scrap of it could change the outcome of the entire war, he would succeed easily.

In summary, Everett is a very bright, perceptive and fundamentally kind young man. He is well mannered and lacks any of the usual prejudice seen in related fantasies, only wishing the South had won purely for the sake of his kinfolk and his supremely guilty conscience.

I hope that our fourth session today will prove fruitful.

EVERETT MARSHALL

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3 (AoE: Horsemanship), Convince 3, Craft 1, Fighting 2, Knowledge 4 (AoE: The American Civil War), Marksman 3 (AoE: Firearms), Medicine 1, Subterfuge 3, Technology 1, Transport 2

TRAITS

Brave

Code of Conduct (Minor) – No harming civilians or women

Dark Secret (Major) – Feels responsible for the death of his brother

Face in the Crowd

Five Rounds Rapid

Insatiable Curiosity

Indomitable

Obsession (Major) – Help the South win the war

Single-Minded (Major)

Vortex (Special) – See Sidebar

Voice of Authority

Well Mannered

TECH LEVEL: 4

STORY POINTS: 12

TRAUMA-BASED TIME TRAVEL

Everett became "unstuck" in time due to a bootstrap paradox when the Doctor's TARDIS malfunctioned while investigating the cause of the event in the first place! He has no control over his time travel, only doing so based on intense subconscious desires pulling him, here triggered by his regret over deserting his kinfolk and wanting to save them.

EVOLUTIONS OF EDGAR ALLAN POE *(The Ultimate Poe)*

In the entry for Edgar Allan Poe, *The Eighth Doctor Expanded Universe Sourcebook Vol.2* noted that the Eighth Doctor visited the writer's deathbed three days before he passed away in October 1849. But Poe also met the Sixth Doctor a couple of days before that, during a period when Edgar went missing. The Sixth Doctor had found a book of Poe's stories which had been altered, a sure sign of somebody tinkering with the writer's timeline. The volume contained such titles as *The Tell-Tale Hearts* (plural), *The Pit and the Penguin*, *The Fall of the House of Prydon* and *The Splinx*. Whoever caused this was clearly aware of the Time Lords, and the Doctor in particular, and the ripple effects on history could be disastrous.

Tracing the whereabouts of Poe, the Doctor and Mel found themselves on a series of spaceships captained by so-called "evolutions" of the writer: first Edgar *Alien* Poe, who, despite his name, looks human; then the robotic Edgar *Android* Poe; and finally, Edgar *AI* Poe, a fluid humanoid made of a shining, glass-like material. What would the next evolution have been? An energy-based Edgar *Artron* Poe, perhaps?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

On each ship, its captain ordered a large robot raven with laser beam eyes to attack the Doctor and Mel. Each time, they narrowly escaped by leaping through a fizzing dimensional portal that fortuitously appeared at the last second. But through each portal, they found themselves in a scenario based on one of Poe's works: *The Cask of Amontillado*, with the Doctor as the doomed Fortunato, destined to be walled up in a cellar; *The Masque of the Red Death*, with the eponymous Red Death stalking the halls of Prince Prospero's palace; *The Fall of the House of Usher*, with Mel as Madeline Usher, sealed alive in her coffin, while the mansion crumbles into the swamp around them. Each time, they escaped their predicament by leaping through a new dimensional portal and onto the next ship, until they discovered what seems to be the real Edgar Allan Poe as the corpse hidden beneath the floorboards in *The Tell-Tale Heart*.

The Doctor quickly realised that they are in the artificial reality of the Matrix. The Master has kidnapped the real Poe towards the end of his life and has wired him up to a Matrix interface in the catacombs of the Capitol on Gallifrey. He is using the writer's gruesome imagination to set deathtraps for the Doctor. But Poe is resisting and has been trying to provide what little assistance he can, in the form of the dimensional portals and the sudden appearance of useful tools in the various scenarios, including the Doctor's old sonic screwdriver. With the Master also connected to an interface, perhaps the tables can be turned on him if the Doctor can escape the Matrix! But although the evolutions of Poe are Matrix constructs, the Master's robot raven also exists in the physical world and will protect him...

EDGAR ALIEN POE



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Knowledge 4, Marksman 2, Science 3, Subterfuge 1, Technology 3, Transport 4

TRAITS

Distinctive

Enslaved – However, the real Poe can spend a Story Point to try to resist the Master's control (contest of Resolve + Convince) and influence the Matrix himself (see *The Time Traveller's Companion*)
Weakness (Major) – Only exists in the Matrix

EDGAR ANDROID POE: Add Armour (4 points) and Robot

EDGAR AI POE: Add Armour (5 points), Machine and Robot

TECH LEVEL: 7

STORY POINTS: 6

ROBOT RAVEN

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 4, Strength 3

Skills: Athletics 1, Fighting 1, Marksman 3

Traits: Fear Factor 1, Flight (Major), Machine, Natural Weapon (Major: Laser-Beam Eyes – 5(2/5/7) damage), Robot

Story Points: 1

THE FURIO *(Scorched Earth)*

The Furio are an obscure race, so much so that even the Doctor hasn't heard of them and they have no match in the collective knowledge of the Time Lords. Some call the Furio living flames, but that's a rather broad definition for what they actually are. Others call them fire demons, but that's not accurate either.

A Furio looks like a mass of flames, twisting and turning independently of any wind or other forces that would normally affect the movement of fire. It jumps from one target to the next, or just leaps across the sky at tremendous speed. But what makes a Furio really stand out is the face, vague but there nonetheless, smiling out of the flames as if enjoying itself. The Furio is also accompanied by howling and roaring, which might be the sounds of fire but are more like the noises made by a wild animal, and its giggling is like that of a human.

The Furio are scavengers of a very specific kind. They feed on anger and hatred, devouring those who are in the grip of these emotions, and are drawn to planets where they can be found. Worlds in the throes of war and violence provide a banquet for the Furio, which explains why one ended up on Earth in 1944 at the tail end of World War Two.

A Furio will often form a psychic link with a local in order to gain knowledge of the world they are on, the better to locate their prey. In the case of the Furio in 1944, it linked itself to a member of the French Resistance, who used it to fight back against the Nazis who had occupied his country. Although the Furio are normally large creatures – and grow larger as they feed – they are able to fold in upon themselves a thousand times over and shrink down to a tiny flame. The Resistance fighter carried the Furio within his cigarette lighter, releasing it whenever he needed it to do his bidding. Even when the Nazis were defeated in France, the Furio's host was so full of plans for revenge against traitors and collaborators that it was assured of many more meals to come.

A Furio's flame contains immense power. While it feeds on hatred, it also consumes matter, converting it into energy to increase its own size. Anything that can be destroyed by flame is consumed – wood, flesh, even metal – leaving just scorched earth and cracked stone behind.

But emotional states are a Furio's weakness as well as its fuel. Thinking happy thoughts can keep a Furio at bay, and it would cause it pain to try to consume somebody who is resolutely cheerful. Remaining happy in the presence of an all-consuming fire isn't easy though! The Furio's opponent must make a contest of Presence + Convince against it to cause it damage equal to Presence. Note however that the Furio will try to use its Fear Factor to make its opponent scared rather than happy!

FURIO

AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 3, Convince 2, Fighting 3, Survival 5

TRAITS

Alien

Alien Appearance

Environmental (Minor) – Heat and fire; also the vacuum of space

Fast (Major) – Can fly at Speed 30 within atmospheres; has interstellar capability in space

Fear Factor 3

Flight (Major)

Immunity – Physical attacks and fire or heat

Psychic – The Furio can choose to connect itself psychically with another being and use them as its guide

Size Control – The Furio can adjust its size to become anything from Tiny (Major) to Huge (Major), perhaps more with sufficient feeding

Special – Fire Demon: The Furio's fiery body is largely non-corporeal and can squeeze through tiny cracks and gaps. Its touch causes 5(2/5/7) damage on contact and ignites its target for an automatic 2(1/2/3) damage per Round until extinguished.

Weakness (Major) – Attacking an opponent who's thinking positive thoughts can hurt or damage it, requiring a contest of Presence + Convince to inflict Presence damage to it

TECH LEVEL: N/A

STORY POINTS: 4-6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GARTH HADEEZ *(Crisis in Space)*

*"To each and every Golon,
I say to you men, roll on
The Rocket Launch!
Golons, be staunch!
Into orbit place
A black hole in space.
Exterminate the TARDIS!
No matter, men, how hard is
The mighty task ahead
I want the Doctor dead!"*

The Monster of the Milky Way. The Genghis Khan of the Galaxy. Somehow a vague inspiration for the film *E.T.* if the Doctor is to be believed. Self-proclaimed overlord Garth Hadeez has accumulated quite a few titles over his incredibly long lifespan, the glowering hulk's red cyclopean eye instilling fear wherever he goes. He's been on the run from the authorities for hundreds (if not thousands) of years, mostly hiding away in Earth's obscure little Solar System. He likely took his current odd name from Earthling culture, the original having been lost to time. Out of contempt for the Solar System he feels so trapped in, he's developed the goal of annihilating it using an artificial black hole. Garth commands an army of robots and mutants of his own creation alongside his beautiful wife, Lady Tyrannica. Recently, Garth has somehow become Vislor Turlough's most hated enemy, so much so that the Trion re-joined the Doctor and Peri aboard the TARDIS to participate in the quest to bring him to justice.

Hadeez is an odd bundle of contradictions. If you meet him, the gigantic brute might laugh boastfully before challenging you to unarmed combat. Then he'd announce that he fights with a spiked ball and chain before asking you what your weapon is, implying he doesn't even know what the phrase "unarmed combat" means. Despite this, he knows the expression "That's not cricket!" and is intelligent enough to build a legion of robotic minions, clone mutant bugs and create incredible technological achievements solely by himself.

Hadeez has bunkers and rocket silos located on both Mars and Phobos, while his main base of operations is situated on Halley's Comet of all places! It's a glistening city made of steel and ice, domes, igloos and rockets, all silvers and blues to blend in. He established this base around 1607, having kidnapped astronomer Johannes Kepler to calculate its trajectory for him. While Hadeez presumably owns a transmat system to transport himself and his troops across his various bases, he prefers to personally travel in a silver rocket-ship when in space and a red beach buggy on land.

Whenever on Earth, Hadeez disguises himself in monastic robes and holes up inside castles or other important places, preferring to hire local thugs to carry out his business. Unfortunately, he seems to have the bad luck of hiring the most incompetent Three Stooges-rejects possible! Hadeez speaks the demonic form

GARTH HADEEZ

AWARENESS	2	PRESENCE	6
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	8

SKILLS

Athletics 4, Convince 2, Craft 7, Fighting 4, Knowledge 3, Marksman 2, Medicine 2, Science 8, Subterfuge 2, Survival 2, Technology 6 (AoE: Thermodynamics, Genetic Manipulation), Transport 5

TRAITS

Adversary (Minor) – Vislor Turlough
Alien
Alien Appearance
Arrogant
Boffin
Bio-Chemical Genius
Devotion – Lady Tyrannica
Fear Factor 3
Immortal (Major)
Keen Senses (Minor) – Vision
Loud
Menacing
Obsession (Major) – Destroy Earth's Solar System
Percussive Maintenance
Technically Adept
Tough
Uncommunicative (Minor)
Wanted (Major)
Voice of Authority

EQUIPMENT

Ball and Chain: Strength + 4 Damage

TECH LEVEL: 7

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

of Golonic, the language's syllables made from mastery over manipulating the stomach colon resulting in ugly grunts, growls and gargles. You'd need specialised equipment outside of the TARDIS translation circuits to understand him, but make sure your translator doesn't get stuck in RHYME mode (see A91)!

LADY TYRANNICA

Lady Tyrannica is Garth Hadeez's devoted and beautiful wife. She's often adorned in an expensive and regal cloak of royal blue fashioned after butterfly wings but worryingly edged with glinting knives. She does appear to have genuine butterfly wings that function properly, so she's probably just vain enough to wear a designer dress resembling her own appendages. Tyrannica's wings make identifying her exact species a difficult task, and her hair being a medusa-like mass of writhing snakes only complicates things. If in a place where her snakes would be harmed, she wears a fashionable bubble-like space helmet. The Lady really wants a new hairdresser, and eagerly accepts any of her husband's enemies who are willing to take the dangerous job on!

Of course, Tyrannica's just as much a threat as her husband, if not more so. She can supposedly cast magical spells, the only one seen being the odd ability to cause someone to drop dead if they roll the wrong number on a die. (Oddly relevant.) Not only does she also have six-inch long painted talons masquerading as nails, but she appears to have better control of the Golons than her husband, and is able to command them with body language alone. It's unknown whether Lady Tyrannica has any royal blood, but that doesn't stop her from acting in very stereotypical regal ways such as waving at her troops. Betraying these cartoonish mannerisms is her quirk of hissing like her snakes when frustrated and speaking in a fiercely rasping voice.

Lady Tyrannica loves to toy with her enemies where her husband would rather crush them, often accidentally giving them the means to escape. She seems to wear the trousers in the relationship, and Garth is unwilling to go against any of her decisions. Both of them are quite incompetent, but Garth probably realises that he really can't afford to lose one of the few forces of actual threat in his army.

GOLONS

The Golons are the hideous, plastic-moulded, black-shirted main force of Garth's army. Unfortunately for Hadeez, artificial intelligence is the one scientific field he's utterly dreadful at. Not only do they display odd quirks like gargling instead of speaking and saluting with their feet instead of their hands, but they can also only obey orders... literally.

Golons can't think for themselves and follow commands to the most literal letter. "After Turlough!" would mean they'd ruthlessly

LADY TYRANNICA



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3, Convince 3, Craft 1, Fighting 2, Knowledge 4, Medicine 3, Science 1, Subterfuge 4, Survival 2, Technology 1, Transport 1

TRAITS

Alien
Alien Appearance
Arrogant
Attractive
Devotion – Garth Hadeez
Epicurean Tastes
Eccentric (Minor) – Acts like stereotypical royalty
Flight (Minor)
Hypnosis (Minor)
Impulsive
Psychic
Selfish
Screamer!
Stubborn
Silver Spoon
Special – Death Roll: Lady Tyrannica can spend a Story Point to attempt to kill a foe by making them roll dice and entering a contest of Presence + Convince; if the opponent loses, they take L(4/L/L) damage.
Telepathy
Tough
Voice of Authority
Wanted (Major)
Well Mannered

EQUIPMENT

Knife-Cloak: Coordination + 4(2/4/6) Damage

TECH LEVEL: 7

STORY POINTS: 7

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

chase the Trion across billions of lightyears, doing anything to catch up to their prey... and then after catching up with him they'd just sort of mill about awkwardly, not knowing what to do next.

If Garth thinks to give them detailed orders, they're considerably more formidable... but even then, they're awful shots due to their lack of stereoscopic vision, their signals can be blocked if you know the right frequency, they can't get off their backs if they fall... Honestly, it's remarkable Garth's stuck with this design for hundreds of years.

GOLON

Attributes: Strength 4, Coordination 3, Awareness 1

Skills: Athletics 3, Fighting 3, Marksman 1, Subterfuge 4, Transport 3

Traits: Alien, Alien Appearance, By the Program, Dependency (Minor: Cannot do anything without being instructed), Enslaved, Fear Factor 1, Impaired Senses (Minor: Due to having a singular eye and bad programming, a Golon suffers a -2 penalty when trying to shoot a moving target), Ruthless, Uncommunicative (Major: Can only speak through awkward gurgling), Uncreative (Special), Weakness (Major: Radio signals they use to communicate with one another can be easily interrupted)

BLACK MAGGOTS AND WHITE CENTIPEDES

Impressive combinations of insect, mutant and cyborg, these two groups (although there could be more) of giant creepy-crawlies make up the more effective part of Garth's war effort. These insects certainly can't pass for average Earth creatures anymore! The twenty-legged White Centipedes appear to have enough intelligence to work as mechanics under Garth, dutifully working on gigantic projects without complaint. The Black Maggots are mindless, simply grasping out with their tentacles in the direction of the enemy to appease their massive appetites. Curiously, both are extremely silent and make almost no noise, making them incredibly useful as spies and assassins.

BLACK MAGGOTS

Attributes: Strength 4, Coordination 2, Awareness 4

Skills: Athletics 2, Fighting 3

Traits: Additional Limbs x2 (tentacles), Cyborg, Enslaved, Fear Factor 2, Frenzy, Natural Weapon (Minor: Tentacles – 2(S/2/4) damage), Natural Weapon (Minor: Sharp Teeth – Strength +2 damage), Size: Huge (Minor), Snap!, Tough

Story Points: 1

ARTIFICIAL BLACK HOLE

That's no moon... to coin a phrase. Want to know the reason why Garth's artificial black hole looks nothing like a real one, instead being modelled after Mars's moonlet of Deimos? It's possible that, as he has a great space authority tracking him down, he wanted to make sure that he could safely launch his creation without being immediately caught. Why he thought no one would find Mars suddenly having three moons worth investigating is a mystery. Currently being launched from Phobos, it can be assumed that it slowly grows as it gets further into space, only activating and sucking in the local galaxy when it reaches a certain width.

**WHITE CENTIPEDES**

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 2, Resolve 2, Strength 3

Skills: Athletics 3, Craft 5, Fighting 2, Medicine 3, Science 3, Technology 3 (AoE: Mechanics)

Traits: Additional Limbs x2 (Legs), Cyborg, Enslaved, Fear Factor 2, Large (Minor), Natural Weapon (Minor: Tentacles – 2(S/2/4) damage), Natural Weapon (Minor: Mandibles – Strength +2 damage), Reverse the Polarity of the Neutron Flow, Technically Adept, Tough

Tech Level: 7

Story Points: 2-3

GOLDEN FUTURES (*World Enough and Time*)

The shareholders of Golden Futures are some of the very wealthiest people in the Galaxy. But quite what the company does is shrouded in mystery. Even the new Managing Director, a flamboyantly dressed individual going by the name of Dr John Smith and who has purchased 51% of the company's stock, is in the dark on the matter. Not that he hasn't tried to find out. But he's being kept so busy with meetings having to discuss, review and approve all sorts of trivial and inconsequential matters that he's not been able to look into it. And when he asks the question directly of the calm and ultra-efficient MDPA – the Managing Director's Personal Assistant – she quickly moves him onto the next item on his daily agenda. It's all rather ridiculous!

Golden Futures operates out of a large space station, in which all the regular offices to be expected of a normal business organisation can be found. When River Song took a temporary job here, she found herself filing dreams. Dreams come in from clients, are reviewed and approved, with fulfilment notes being sent out by old-fashioned vacuum tube. It's not as if River can actually reject any of the dreams: company policy is that they are all approved. It's all rather ridiculous!

Perhaps the company's true purpose can be found down on the shop floor, where ten thousand pods are located. Here, Todd (known to everyone as Todd the Pod) will willingly, even cheerfully, explain what's happening. Each pod contains a sleeper, a wealthy client of Golden Futures who is enjoying the perfect dreams handcrafted by the finest dream artists. They're literally dreaming their lives away. And why not if you've got the money or the medical insurance, especially if life's getting you down?

Using the dream-stream, Todd can view the dreams being experienced inside the minds of the dreamers. Occasionally, the odd nightmare creeps in. But Autocorrect, the space station's invisible but omnipresent AI, can quickly clean them up and reset the dream. It's a very helpful AI, always offering its assistance whenever it thinks it may be needed.

But all is not well on the shop floor. Something can sometimes be glimpsed slithering across the floor and into a pod. Something large, wet and clawed. Except that Todd says he can't see it. Is that a slime trail? Possibly, but Autocorrect has already had the cleaning robots mop up the "spillage".

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The MDPA is a robot in human form, not that she keeps it a secret. Although she's highly efficient, she's also officious and humourless, and she carries a gun. The MDPA works for the real power behind Golden Futures. Not the management team hiding behind company protocol and business-speak, nor the shareholders with their vast wealth. Something else is here, feeding on the sleepers. It, or rather they, are the Sperovores (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), squid-like creatures that devour the potential energy of alternate realities, tearing apart those whose possible futures they consume at a molecular level. Golden Futures'



staff have all been conditioned not to be able to see them.

The Sperovores are using the shop floor as a feeding ground for their larvae. But they also have much bigger plans for Golden Futures: Project Elysium. At the heart of the space station is a vast hyper-dimensional gallery in which planets are constructed. The Sperovores are having a copy of the Earth built like a patchwork quilt, using bits and pieces taken from thousands of alternate Earths. They have named this planet Elysium. It's not quite like the original: a lot of the crinkly coastlines have been smoothed out, and North America has put on some weight. But it's close enough.

The surface of Elysium can be accessed by a lift near the entrance of the hyper-dimensional gallery. But it's not a safe place to be, as it's still being worked on by the dimension welders, huge robotic machines capable of tearing reality apart and putting it back together, and writing people out of existence.

The original Earth occupies a very valuable piece of real estate. The Sperovores intend for Golden Futures to destroy it and for Elysium to be dropped in its place. They can then sell it off piecemeal to the highest bidders, increasing their already vast wealth. Construction of Elysium is almost complete and Earth's destruction won't be delayed much longer.

THE MDPA

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 2, Resolve 4, Strength 3

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

Traits: By the Book, Code of Conduct (Major: Cannot kill the shareholders), Dark Secret (Major: Works for the Sperovores), Machine, Robot, Well Mannered

Equipment: Blaster – 6(3/6/9)

Tech Level: 8

Story Points: 4

REALITY WELDER

Attributes: Awareness 2, Coordination 2, Ingenuity 2, Presence 1, Resolve 3, Strength 12

Skills: Craft (Reality Welding) 5, Marksman 2

Traits: Alien Senses (View alternative and potential realities), Armour (10 points), Convert, Delete, Extra-Dimensional (Can travel across realities), Robot, Scan, Size: Colossal, Transmit

Tech Level: 8

Story Points: 1-2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE GRUNDAPOR *(Escape from Holy Island)*

According to *The Anglo-Saxon Chronicle* written almost one hundred years later, the abbey on the Holy Island of Lindisfarne (see L120) was burnt to the ground on June 8th, 793 AD by “wretched heathen people”, usually taken to have been Viking raiders. The Chronicle also mentions that “there were excessive whirlwinds, lightning, and fiery dragons were seen flying in the sky.”

The Doctor and Peri, accompanied by young Herbert George Wells (see *The Sixth Doctor Sourcebook*), arrived at Lindisfarne on that fateful day in order to try to protect the monks. Although the burning of Lindisfarne is a fixed point, the Doctor reasoned that they might still be able to do some little good. In addition, the TARDIS had picked up strange stratospheric chrono-energy readings from this time and place, readings that couldn't have been given off by mere Vikings, and he wanted to investigate.

What they found was not a fleet of Vikings, but the raiding ships of a race of murderous, malodorous cyborgs, the Grundapor! The Grundapor are brutish creatures, though the Doctor called the term an insult to animals, all snarling and misshapen, sharp and spiky, roaring and chanting and shouting in savage voices. He knows them to be intergalactic pirates who navigate the solar winds from one planet to the next. Once they catch the scent of a worthy prey, they pursue it relentlessly across space. Their ships are great metal hulks covered in sharp edges, and the Grundapor leap about on the decks as they close in for the kill.

The Grundapor that attacked Lindisfarne were accompanied by monstrous creatures called Grakundar. These are the “fiery dragons” mentioned in the *Chronicle*, and they do indeed closely resemble the dragons of Western European myths. They are the Grundapor's spoils of previous raids on alien worlds, creatures captured, enslaved and lobotomised by them to become fearsome carnivores on the wing, capable of breathing fire from their fanged maws. The Grakundar are near mindless, having been stripped of their former intellect, and will fight to the death for their masters.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

But what was the Grundapor's interest in 8th-Century Lindisfarne? In the crypt below the abbey is the body of St Cuthbert, a former bishop whose corpse refuses to decay and which is associated with many miracles. The secret of these lies in a gemstone fused to one of Cuthbert's palms. This is a fragment of a Convolo Giant from the end of the Universe which somehow made its way back through time to be found by Cuthbert. The gemstone is full of images of what came before, during the life of the Universe that in 793 AD still lies in the future, including the island's fate which Cuthbert foretold. It is this fragment of the Convolo Giant that the Grundapor have scented and which they would destroy an entire world to acquire.

GRUNDAPOR



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS

Fighting 4, Marksman 2, Survival 3, Technology 2, Transport 3

TRAITS

Alien
Alien Appearance
Alien Senses – Can detect exotic energy sources from lightyears away
Cyborg
Fear Factor 2
Loud
Repulsive
Tough

TECH LEVEL: 7

STORY POINTS: 1-3

GRAKUNDAR

Attributes: Strength 14, Coordination 2, Awareness 3

Skills: Athletics 1, Fighting 2, Marksman 3

Traits: Alien, Alien Appearance, Armour (5 points), Enslaved, Fear Factor 3, Flight (Major), Natural Weapon (Minor: Huge Jaws & Claws – Strength +4 damage), Natural Weapon (Major: Fiery Breath – 2D6(1D6/2D6/3D6) damage; any dodge attempt must move away from the Grakundar), Size: Huge (Major)

Story Points: 1-2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HAVASH KHAVÛL *(Chronomancer, The Wrong Side of History)*

Havash Khavûl is a Duke of Drornid, a Paradox Mage and Highest of the Gentry, a breakaway sect that wants to rule all of time and space as if it were their own and restore Drornid to what they refer to as its former glory. The Drornidians (see V151) claim to be descendants from the Time Lords, and the Gentry model themselves on their “cousins”. Needless to say, the Time Lords don’t acknowledge any relationship. After all, the Drornidians don’t share their physiognomy, having neither two hearts nor a respiratory bypass system. The only possible legitimacy to the claim is that, during a schism among the Time Lords, a rival President established himself on Drornid but soon returned to Gallifrey.

Nevertheless, Khavûl is leader of those Drornidians who feel themselves to be equal to the Time Lords. He was once a member of the Chronomantic Order that was set up to hunt down the Gentry, but switched sides and became their leader. When he turned renegade, Khavûl retained the chrono-armour and Vortex gun that had been issued to him as a Chronomancer. The chrono-armour is symbiotically attached to him with implants in his skull and along the spinal cord. It allows him to open time portals and travel through the Vortex, the suit protecting him from its ravages. It also provides accelerated healing, and is fitted with energy gauntlets and a perception filter. Khavûl’s Vortex gun kills by ageing its target to death.

Khavûl is cruel and arrogant. He cares nothing for lesser species as he believes the Time Lords also care nothing for them. He used to be the hero of Tannus Vallon, a leading member of the Chronomantic Order. Now, the two are the deadliest of enemies.

The Gentry were hunted down by the Chronomancers until eventually all of its members were captured, even Khavûl’s wife Silkreth. All, that is, but Khavûl himself. The Gentry were imprisoned in an Oubliette, a dimensionally transcendental Drornidian prison from which they can never escape. It looks like a silver polyhedron and is small enough to fit into the palm of the hand.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When Khavûl escaped from Drornid, he stole the Oubliette and took it with him with Tannus Vallon in hot pursuit. They fought in the Vortex until Khavûl had the upper hand. The Doctor interposed his TARDIS and rescued the Chronomancer before returning to Earth. In the struggle, Khavûl had lost the Oubliette, which was caught in the TARDIS’s wake. He followed the trail to Sheffield and resumed his search, using his chrono-suit to try to locate any time travellers by their residual Artron energy. He will kill anyone who stands in his way.

HAVASH KHAVÛL, DUKE OF DROKNID

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 4, Marksman 4, Subterfuge 1, Survival 3, Technology 3

TRAITS

Adversary (Major) – The Chronomantic Order
Cyborg
Gadget – Chrono-Armour (see below)
Menacing
Silver Spoon
Wanted (Major)

EQUIPMENT

Vortex Gun: L(4/L/L), ignores all Armour and most Forcefields
Chrono-Armour [Traits: Alien Senses (Various visual enhancements), Armour (5 points), Environmental (Minor: The Vortex), Face in the Crowd, Fast Healing (Major), Scan, Transmit, Vortex, Zap (Minor: L(4/L/L) damage). Story Points: 16.]

TECH LEVEL: 9

STORY POINTS: 8

Once Khavûl recovers the Oubliette, he intends to open it to release his wife and the rest of the Gentry. What he doesn’t know is that the Oubliette is booby-trapped to prevent it from being opened. Any attempt will trigger an emergency failsafe, starting a countdown to an explosion powerful enough to destroy a city!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HAXEEN (*Virtually Indestructible*)

The freezing Haxeen are such a rare type of creature that even an unusually well-travelled individual like the Doctor has barely encountered them! No, it's not that the Haxeen are incredibly tireless and tenacious when it comes hunting prey, although you'd be excused for assuming that. Nor is it the fact that they can emit vibrant green lightning, as powerful (if not more so) than the strongest weapons made by even the most advanced of races. No, what makes the Haxeen so unique is that they're a life-form based on aluminium, rather than carbon. Even the Haxeen's appearance is odd, looking like large metallic spinning tops welded together. One might be mistaken in thinking that they're just spacecraft piloted by a smaller species.

Oh yes, the prey they're currently pursuing. The peaceful, elegant, sash-wearing Triumvirs of Stena are unfortunate enough to currently be hunted by the Haxeen across stars, moons and comets. This is especially bad luck, as the Haxeen are no mere thugs. Possessing the ability to enter and leave the Time Vortex easily, as well as disable a TARDIS and (after a small period) enter it! While the Triumvirate assume they're being pursued over matters of politics or conquest, it's far simpler than that. The Haxeen are hungry and believe the Triumvirate can nourish them due to latching onto their unique "binary quantum signature". It's just sheer bad luck of the universal draw that the Stena seem to possess this. Of course, the Haxeen could be fed an artificial substitute made from programmed signals, but good luck finding someone with that skill!

So, aluminium-based and multi-dimensional, almost indestructible and the size of a police box, with the choice of either blasting you with lightning or freezing you to death with their sheer physical presence. With an entire periodic table to play with, maybe it's good luck that mostly you just meet carbon-based life-forms...

Adventure Seed: Sparks and Frost of Love

London, 1893. Alfred Gilbert puts the finishing touches on his finest work yet, a statue to top the Shaftesbury Memorial Drinking Fountain in Piccadilly Circus. Cast in the unlikely (and at this point, unheard for statue-work) material of aluminium, he creates a likeness of Anteros, the Greek god of avenging unrequited love. A sadly appropriate theme, as the statue is proving unpopular, attacked metaphorically by the mainstream media and literally by hooligans. The heartbroken Gilbert regards it as a disaster. As if it wasn't reviled enough, there are now reports of the street's water freezing over and rumours of the statue shooting lightning at passers-by from its bow! Could the statue be fulfilling its mythological role, or could there be a more scientific explanation? Could it have something to do with that odd group of tramps in finery hiding about the streets?

HAXEEN

AWARENESS	6	PRESENCE	4
COORDINATION	4	RESOLVE	9
INGENUITY	2	STRENGTH	5

SKILLS

Athletics 6, Fighting 3, Marksman 3

TRAITS

Alien
 Alien Appearance
 Fear Factor 1
 Impervious
 Natural Weapon (Major) – Electrical Blasts:
 8(4/8/L) damage
 Natural Weapon (Minor) – Freezing Body
 Temperature: 1(S/2/3)
 Psychic
 Propulsion
 Single-Minded (Major)
 Size: Huge (Minor)
 Telekinesis
 Uncommunicative (Major)
 Vortex

TECH LEVEL: 9

STORY POINTS: 1-3



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

HELLION (*The Hunting Ground*)

Hellion is an Icelandic land development company which has recently invested in the purchase of a large area of forest a few miles from Reykjavík. But there is as yet no sign of any development commencing. The area is surrounded by a fence, but it's not particularly tall and could probably be climbed over fairly easily. But it's electrified with a current strong enough to stop a human heart, and it's topped with barbed wire. Hellion clearly doesn't want anyone trespassing on its land, even though the only sign of any presence is a cabin that can be spotted just within the trees.

Unfortunately for Hellion, the discovery of a body nearby has attracted the attention of the police, in particular from Inspector Yrsa Kristjánsdóttir (see *A111*). Yrsa has a personal interest in the case, as two years ago her father – also a police officer – was found dead in the same area with similar injuries: face frozen to ice and freezer-burn marks to the temples. Yrsa's boss, however, believes the similarities are only superficial and has ordered her off the case.

Near the newly discovered body, a set of footprints leads into the forest. No ordinary footprints, but those of a giant maybe twelve feet tall, and judging by the sounds of howling coming from the forest, a giant with a wolf entourage.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hellion is not of this Earth. It is an interplanetary company which provides hunting opportunities for its clientele. They set themselves up on suitable worlds, bribe local officials, purchase land to be used as a hunting ground, and then supply the prey for their paying clients to hunt down... including sentient beings from the local population.

Two years ago, Yrsa Kristjánsdóttir's father was working on exposing Hellion's activities but was killed by one of the corrupt officials that was in their pocket, one Junior Environment Minister Sigdór Jónsson armed with a freezer-gun provided by Hellion. The police investigation was stymied by DCI Ingrid Jönsdóttir, who is also in the pay of Hellion and is now Yrsa's boss.

The more recent death was the result of one of Hellion's hunts. A cloaked and hooded Zikarian hunter and his team of cybernetic alien wolves hunted the unfortunate victim down. The Zikarian is a gigantic biped who could be mistaken for a troll by the superstitious locals, though the hunter finds that insulting. Zikarians are cold-loving creatures and any temperature above zero would quickly cause his blood to literally boil. The hunter uses a Mark 3 Ice-Phaser to finish his prey off, blasting their faces into solid ice. But his favourite weapon is one that extracts a victim's most precious memory. Whether it's of their wedding day, a child or other loved one, it's ripped from their mind. Pain doesn't begin to describe how it feels.

THE ZIHARIAN

AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	8

SKILLS

Athletics 2, Convince 2, Fighting 3, Marksman 4, Survival 5, Technology 2

TRAITS

Alien
Environmental (Minor) – Extreme cold
Fear Factor 1
Tough
Weakness (Major) – Takes 1 damage per Round in temperatures above freezing

EQUIPMENT

Mark 3 Ice-Phaser: L(4/L/L) damage
Memory Extractor [Traits: Memory Manipulation (Minor: see *The Second Doctor Expanded Universe Sourcebook*). Story Points: 1.]

TECH LEVEL: 7

STORY POINTS: 6

The cabin in the forest looks like a hunting lodge inside, but it's actually the Zikarian's spaceship. He has installed a device whose screen displays the stolen memories he has acquired, and laser tools for skinning and butchering his prey are also here.

CYBERNETIC WOLF

Attributes: Strength 5, Coordination 3, Awareness 5

Skills: Athletics 4, Fighting 3, Survival 5

Traits: Alien Senses (Tracking Scent), Cyborg, Fear Factor 1, Keen Senses (Minor: Smell), Natural Weapon (Minor: Metal Teeth & Claws – Strength +2 damage), Tough

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE HODIAC (*Mind of the Hodiad*)

Your mind... his mind... his mind in your mind... two minds... one mind...

To his employees at an obscure Galactic stock brokerage, the Hodiad is a mystery, an aesthete who can wax poetic about everything from fashion to unremarkable planets hanging in space. He looks like a young man, but speaks in a dry, tired voice, and his few sluggish movements cause his wheelchair to creak. He's of a species with known psychic capabilities, but his power is unprecedented. He claims to be powerful beyond what the Galaxy has ever known and can back it up: he reads electronic broadcasts as if they were thoughts, creates psychic constructs as both impenetrable walls and piercing sharp blades, and can even see into the future. The Hodiad is so powerful that even non-telepaths can sense his lonely, iron-clad influence. The Hodiad had used his precognition to amass a fortune in stocks, while also dabbling in arms trading, drug trafficking and slavery.

Even to the Hodiad's workers, it's clear he isn't the outright deity he presents as. Powerful as he is, his psychic abilities come at the expense of his physical body. Every use of his power burns him away bit by bit, and his overworked brain throbs loudly. His natural lifespan should have run out long ago, but he's clung to life with all the medicine, chemicals and experimental procedures money can buy. He tries to ignore his frailty, not letting it stop him pursuing his goals, nor using his favourite method of firing employees: joining his mind with theirs, overwhelming and killing them on the spot with his sheer force of will.

While the Hodiad could use his powers to force his body to walk under its own weight, he prefers being wheeled around by an assistant. This assistant works as a liaison between the Hodiad and his workers, and worships him as a god. She also assists the Hodiad in psychic matters, performing rituals to help minimise the toll his powers cause on his body. These rituals also help expand the scope of his powers, such as wearing a replica of someone's clothes and a mask of their face to help locate them across space. The Hodiad's assistant has no name or identity beyond her role, because she is an artificial construct created for it. She hopes that in serving the Hodiad, he will reward her by giving her full autonomy when his ultimate goals are complete. He does not intend to.

The Hodiad's brokerage has worked to nudge the Galactic Market into a specific place with seemingly random purchases, in order to force a sudden inflation of every single interplanetary currency, followed by mass-deflation. This crash will force the Galaxy into economic freefall, with thousands of worlds collapsing into poverty and the richest empires forced to barter... until everyone adopts the Hodiad's suggestion of gold. Gold has been worthless on the Galactic stage for some time, and he's amassed the largest single collection of it, with everything he owns being made of it. With him psychically suggesting it as the new normal, he'll be the richest person in the Galaxy without raising a finger.

However, this scheme is in service to a larger one. It's no secret that the Hodiad obsessively searches the Universe for someone he

THE HODIAC

AWARENESS	7	PRESENCE	3
COORDINATION	2	RESOLVE	7
INGENUITY	8	STRENGTH	1

SKILLS

Convince 3, Craft 1, Fighting 1, Knowledge 5, Marksman 1, Medicine 4, Science 4, Subterfuge 2, Survival 2, Technology 3, Transport 1

TRAITS

Alien

Another Lifetime (Major) – The Hodiad has lived countless lives and can spend 1 Story Point to gain +3 Knowledge, +1 Medicine, +1 Science, and +1 Technology per scene

Eccentric (Major) – Twisted Genius

Epicurean Tastes

Feel the Turn of the Universe

Impaired (Major) – The Hodiad is confined to a wheelchair

Menacing

Obsession (Major) – Immortality and power

Psychic Assault (Special) – Contest of Presence + Resolve to deliver Resolve +2 damage against mental attributes, ignoring Armour and similar. if used against the other Hodiad, the winner can choose to subsume the other or destroy their physical form

Repulsive

Special – Hodiad: The Hodiad has Clairvoyance, Precognition, Psychic and Telepathy (Special: Includes electronic frequencies) and may boost these Traits or use any other Psychic Trait not listed here at the cost of a Story Point

Special – Reincarnation: If the Hodiad dies naturally, he will be reincarnated into a new body at random in the Universe with all of his memories

Slow Reflexes (Minor)

Weakness (Major) – The Hodiad's body is dying and may collapse completely if he runs out of Story Points

Wealthy (Major)

TECH LEVEL: 6

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

calls “the Woman”, and that he cannot find her himself. He has hired a mercenary force known as the Tungsten Warriors (see V197) to search for her, though this is yet another smokescreen. His true plan is to force somebody else to find her, somebody who can find anyone in time and space: the Doctor. The Hodiatic has taken to wearing a version of the Doctor’s coat in preparation for the necessary ritual and has fallen in love with the beautiful patchwork design. When the Doctor stays in one place for too long, he’ll hop from the Doctor’s mind to the TARDIS, installing a program that will fill her with his obsession of locating the Woman, forcing the time machine to boil over and malfunction. When the Doctor takes the role of the curious hero getting to the bottom of the mystery, the Hodiatic’s plan will finally be complete...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Hodiatic isn’t obsessed with finding the woman out of romance or lust, but because the Hodiatic is just one half of an entity that has existed since the dawn of the Universe, split into masculine and feminine aspects. At the end of their current bodies’ lives, the Hodiatic’s halves simultaneously reincarnate into new bodies, born of a random species on a random planet, living out their natural lifespans before repeating the cycle again and retaining all memories of their previous lives. However, this latest incarnation of the masculine Hodiatic grew selfish and did everything he could to hold onto life, avoiding reincarnation. The feminine Hodiatic was reborn without him, and he now obsessively seeks her as the only remaining solution to his mortality. If he forcefully becomes one with her, then the two halves of the Hodiatic will be whole for the first time, becoming a new, immensely powerful entity. The Hodiatic claims he will use this power to spread enlightenment throughout the Universe, but his desire to supplant all faith and be worshipped as a god proves otherwise.

The female Hodiatic has reincarnated on Earth as a human, Mrs Maia, becoming the grandmother of the Maitland family (see A118). As 20th-Century humans have minor psychic capabilities compared to other species, the Hodiatic would have trouble discerning his other half from any other human woman with a strong will. He can faintly sense that Mrs Maia doesn’t want to be subsumed by him, but he isn’t going to let that get in the way of his glorious plan.

The Time Lords don’t intimidate the Hodiatic, as he predicts they’ll spend too much time squabbling about his threat to actually stop him. However, he knows the Doctor could. This is why he has hired the Tungsten Warriors: when they escort him to Earth to locate Mrs Maia, he’ll instigate an all-out war between the Tungstens and their enemy force, the Ten Troops, that will eventually consume the entire planet in war and flame. He could end the conflict with a single command to the Tungsten’s psychic network, which is his bargaining chip. If the Doctor steps down and lets him absorb Mrs Maia, he’ll shut down the war and save the planet. The Hodiatic’s plan incorporates every single variable that could work against him. Just like the Doctor’s coat, it appears to be noise and chaos but is all part of a beautiful grand design.

THE HODIATIC RECURRING

The Hodiatic’s constantly reincarnating nature could make it a recurring element of your campaign, coming across your players no matter where or when they are. Just like the original story, one half of the Hodiatic could be a vicious antagonist and the other an ally, reincarnating together or just out of sync. Perhaps their relationship with your PCs could be more complex. With their memories spanning all of history and each new body having a unique perspective, the Hodiatic could be unpredictable in what role they’ll play whenever they appear, especially given that your time-travelling players could meet them out of order. Maybe they’re allies with each incarnation of a Hodiatic prior to a certain one, after which it becomes one of their sworn enemies. Maybe the inciting event is a mystery, tempting them to travel there to get involved in events!

**THE HODIATIC’S ASSISTANT**

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 2, Resolve 3, Strength 2

Skills: Athletics 2, Craft 3 (AoE: Tailoring), Fighting 1, Knowledge 3 (AoE: Psychic Rituals), Marksman 1, Medicine 3, Science 2, Subterfuge 1, Survival 1, Technology 2, Transport 2

Traits: Devotion (The Hodiatic), Emotional Complication (Minor: Desires autonomy), Face in the Crowd, Obligation (Major: The Hodiatic), Special – Psychic Aid (Can preform ritualistic assistance to the Hodiatic to allow him use of his psychic powers without the cost of story points by providing him with her own)

Tech Level: 6

Story Points: 4

THE HOLOMORPH *(The Dream Nexus)*

Zoda-Kappa (see L172), the fourth moon of Agrana Prime, is a world covered by a vast fungal forest. Mushrooms as tall as trees cover the surface, their caps forming a canopy overhead while their mycelia strands thread the loamy soil. There are no animals here, no birds or insects, and the twilight forest is utterly silent. The fungus is in fact a single organism grown to cover Zoda-Kappa.

But there is something else on Zoda-Kappa. Something calling itself the Holomorph. It is immensely old, having been trapped here for one hundred thousand of the moon's years. The fungus has been genetically engineered to act as the Holomorph's prison, keeping it in eternal stasis and unable to leave. Who or what imprisoned the Holomorph on Zoda-Kappa is unknown, as is why.

The Holomorph does not have a physical body. It is purely a creature of the mind, and its consciousness has been trapped within the fungus organism that covers Zoda-Kappa for a thousand centuries. Fortunately, nobody has visited the moon in that time. But by the 40th Century it falls within the territory of the Earth Empire. In 3985, a scientific expedition arrives to try to find the cure to the Dreaming, a comatose state that half of the Empire's population has been in for the past two years after the shared computer system known as the Network (see G25) failed. The expedition's leader, Professor Charles Feige, believes that a serum extracted from the fungus can be used to help wake the Dreamers.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Holomorph is a psychic entity and is able to exert a mental control over anyone inadvertently infected with the fungal spores of its forest. The spores are spread by physical contact. Anyone coming into contact with the mycelia threads or who are caught when the fruiting bodies release spores into the air must make a contest of Presence + Convince against the Holomorph. Those failing the contest will soon begin to hear its whispering voice in their heads: *"We are the Holomorph. We are one. All are one. We will be free as one, and one will be all!"*

As the Holomorph gains control over the following few hours, it is able to manipulate their bodies. Starting with fingers, then limbs and finally the entire body, while the victim becomes unable to act or even speak of their own volition. Rolls to resist this are as per the standard Possess rules.

The Holomorph can spread its consciousness across more and more people as they fall under its thrall. Anyone on Zoda-Kappa in or entering the Dreaming will also find themselves at its mercy, as its mind interfaces with the shared space created by the Network. Others become infected by the fungal spores in the air or passed by touch. The Holomorph has realised that the Network can enable it to escape from its imprisonment on Zoda-Kappa, spreading across the Empire to control all Dreamers. Only if it remains trapped on the moon will humanity be safe.

THE HOLOMORPH



AWARENESS	6	PRESENCE	5
COORDINATION	N/A*	RESOLVE	5
INGENUITY	3	STRENGTH	N/A*

*Gains the Coordination and Strength of each possessed victim

SKILLS

Convince 4

TRAITS

Alien

Environmental (Major) – The Holomorph is able to survive in most environments (though its host bodies may not be)

Immunity – The Holomorph is immune to physical damage (and its host bodies take half normal damage, rounded up, and ignore Stun damage)

Mental Entity – The Holomorph has no physical existence and dies if all its host bodies are killed

Networked (Major) – With all of its possessed victims

Possess – Those who are infected by the fungal spores or are in a psychic dimension such as the Dreaming

Psychic

Also gains the Skills and Traits of its possessed victims.

TECH LEVEL: N/A

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

IMPS (*Mission to Venus*)

Mysterious parasites that feed upon life itself. Beings of raw evil that keep to the dark. Disruption and misery are all they crave. They communicate between each other with bird-like cooing, impossible to translate. They can transmute into anything but favour the look of doll-like little girls with blonde curls, spotless green dresses and sharp claws.

Nicknamed "Imps" by the crew of the *Medusa* (see L127), these creatures behave in a manner similar to the gremlins of legend. They prefer to sow chaos slowly, gradually introducing minor issues that cascade and compound wherever they materialise. The Imps enjoy nothing more than giggling in the shadows as desperate people panic and cause more problems for themselves. Despite being technologically advanced enough to possess a spaceship, they only use whatever objects are available in the local surroundings where they've landed, perhaps due to a fae-like code. This even extends to landing their ship: they prefer to materialise inside asteroids, hollow them out, then crash them into wherever they want to go.

Imps enjoy subtly sabotaging mechanical devices for lethal results. Like poltergeists, they can make all the items in a room fly around like a small tornado; terrifying if you happen to be around a lot of heavy or sharp objects. Surprisingly, those who just died from the attack simply get back up looking completely healthy, despite leaking bullet wounds or broken necks. The living dead are perfectly calm, retaining a cheap copy of their old identities and personalities. Added are smugness and superiority, alongside subservience to their new masters. The Imps may only use this power on those who they themselves have directly (or rather, indirectly) harmed.

The Imps' ship is itself a dangerous weapon. A metallic, gleaming cylinder two metres tall doesn't seem frightening, but anyone who touches it with exposed skin and fails a Difficulty 15 Resolve + Strength roll falls into a coma and is thrust into a random fantasy. They're in WW1, a race car driver, a pirate... of course, if they die in the dream, they die in real life. Black fog at the edge of their vision is the only hint that they're dreaming, but they'd need to be perceptive to notice it (a Difficulty 18 Awareness + Ingenuity roll). Whenever this feature is activated, the ship dematerialises a distance away, like the HADS system on a TARDIS.

Despite how abstract and powerful they seem (who knows what's real or not with them!) the Imps are mortal and will flee back to their ship if they find themselves in danger. Here's hoping your players sabotaged the ship somehow, or else the Imps will just get away scot-free!

IMP

AWARENESS	3	PRESENCE	4
COORDINATION	6	RESOLVE	3
INGENUITY	7	STRENGTH	2

SKILLS

Athletics 2, Craft 6 (AoE: Makeshift Weapons), Fighting 3, Knowledge 3, Marksman 2, Medicine 1, Science 3, Subterfuge 6, Survival 2, Technology 8 (AoE: Sabotage), Transport 3

TRAITS

Alien
Boffin
Code of Conduct (Major) – Unable to use anything from outside of the "context" of their surroundings
Distinctive
Eccentric (Major) – Prefers to stay in "doll girl" form
Fear Factor 1
Immortal (Major)
Natural Weapons (Minor) – Sharp Claws: Strength +2 damage
Obsession (Major) – Cause misery and havoc
Psychic
Reverse the Polarity of the Neutron Flow
Shapeshift (Special)
Special – Animate the Dead: By spending 1 Story Point, an Imp can raise a corpse from the dead to act as its minion
Technically Adept
Telekinesis
Uncommunicative (Major) – Can only speak in untranslatable cooing

EQUIPMENT

Ship

TECH LEVEL: 10

STORY POINTS: 3

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LORD DARVAL *(Invasion of the Ormazoids)*

"You are my servant. You serve me. You are a worm, a dreg, nothing unless in my service. I am the supreme being, Lord Darval. I had you made, created for my service. Any message will be sent, and you will obey the order you receive from commander to unit-officer as if it came directly from me, ruler of all the Rim Worlds!"

This is the message fed to those under Lord Darval's command through speakers as they enter his service, view screens showing a gnarled and distorted figure hiding under a robe made of silken gold. While his status as "Supreme Being" of the Rim Planets (see L151) is self-proclaimed, it's certainly not disputed: the systems' natives either follow him, have no power to fight back, or are being used by him unawares. While his central base of operations is on the planet Orm, he's amassed an army of natives across the seven planets at the rim of the universe. While he's certainly happy to hoard riches and works of art from across his domain in his cathedral lair, he has his mind set on one goal and one goal only: to subjugate the humans of Earth.

According to the myths that have sprung up around him, Darval was once a human from some colony or other, separated from his planetary roots. Nothing more than a common criminal, he murdered a crewmember on an exploration vessel sent from Earth. Rather than expend resources on keeping him prisoner, the captain marooned Darval on an asteroid with enough oxygen to last a few days. No account can agree on how exactly he escaped, but most imply he was mutated by an undocumented form of radiation that expanded his intellect while mutilating his physical form. Hands became fleshy claws and limbs became difficult to use as his bones fused in horrific ways. His glittery black pupils were the only thing left untouched.

As those who crossed him were from Earth, he was consumed with thoughts of vengeance. As is typical of prejudice, this hatred is based in fear: that Earthlings will somehow maroon him a second time. To Darval, this fear can only be allayed by placing the entire planet under his control. So great is his obsession that he'd award any of his subjects riches and a place by his side for ridding the universe of even a single Earthling, as he loves the idea of keeping one as a pet to see their planet fall under his rule. Darval organises his forces through an ornate microcomputer fashioned to resemble a golden crown, which makes his Ormazoids (see V178) gleefully subservient to him, replaying the propaganda video as they recharge.

Darval's scientists are currently building a hypertime tunnel to the blue planet, giving his army of Ormazoids the ability to cross the impressive distance from "the edge of the universe" to the Earth instantly. Darval doesn't seem to care or even realise that destroying the planet his ancestors live on in the 20th or 21st Century would have disastrous problems for the web of time. He's simply too far gone.

LORD DARVAL

AWARENESS	7	PRESENCE	8
COORDINATION	1	RESOLVE	7
INGENUITY	8	STRENGTH	2

SKILLS

Convince 5, Craft 2, Knowledge 3, Marksman 2, Medicine 3, Science 6, Subterfuge 4, Survival 5, Technology 6, Transport 1

TRAITS

Alien Appearance (Major) – Darval may be human, but doesn't look it anymore

Bio-Chemical Genius

Environmental (Major)

Fast Healing (Special)

Indomitable

Impaired (Major) – Darval's body is so disfigured that actions as simple as walking are a challenge; if Darval doesn't take his time performing a physical action he takes a -4 disadvantage to any Coordination roll

Menacing

Obsession (Major) – Enslave all Earthlings!

Phobia – Being marooned

Psychic

Quick Reflexes

Repulsive

Ruthless (Major)

Technically Adept

Unattractive

Voice of Authority

EQUIPMENT

Codifier Crown [Traits: Hypnosis (Major). Story Points: 2.]

TECH LEVEL: 6

STORY POINTS: 10

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LORD OLIVER ERPINGHAM *(The Headless Ones)*

Journal of Amanda Latimer, Anthropologist, February 16th, 1896.

We've survived the storm and docked. Preparations for the trek through the Congo are going on around me, cages and supplies loaded onto smaller vessels to traverse upriver. Lord Erpingham is overseeing much. I hoped the crew's attitudes towards women would become less pronounced this far from England, but every time I give an order, heads turn to His Lordship for confirmation. Oliver may have funded this venture, but the direction is mine. His tone is scarcely better: while less terse with me than most, our years of acquaintanceship still amount to patronising me as if I were serving him in a haberdashers'. Caught up on the papers: Victoria has survived another assassination attempt, with the miscreants unknown.

February 17th. *Our next leg is afoot. I recall the day I first met Oliver. He showed me how to better my aim for the lady's archery competition held on his estate's grounds. I was fortunate enough to be taken under the family's wing when my parents died, and entered Oxford. Given the Third Baronet of Aylsham's thoughts on women getting ideas "beyond their stations", Oliver still hasn't forgiven me for enrolling.*

February 18th. *I'm still surprised Oliver funded this expedition. Most would dismiss my missionary father's claims of meeting the mythical B'lemayae (see V144) in darkest Africa, but he leapt at funding my career-defining search for the missing link that may prove Darwin right. His envoy of hunters and trackers promise he will recoup the cost with his "pet project". His gentlemen's organisation intends to ape Buffalo Bill's Stunt Show, assembling a touring circus and parading it around for profit. I must ask for an invitation to the Queen's Jubilee so I can see its debut, assuming he bothers to answer me like an adult.*

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Lord Erpingham is not only hunting wildlife; he intends to enslave African tribespeople for his touring "Darkest Africa" show. He thinks little of this and believes the B'lemayae Amanda seeks would be a great addition, while she would find this a step too far even for him. However, the show is just means to an end. Erpingham's misogyny goes far: the aristocratic gentlemen's club he belongs to schemes to assassinate Queen Victoria so that a man replaces her on the throne. They've attempted seven assassinations, and Oliver's show will be the eighth: when it performs at Victoria's Diamond Jubilee, he'll order the tribesmen to unleash a rain of arrows at the monarch.

Erpingham's organisation believes this will accomplish two goals: a man will take Victoria's place as monarch, and Oliver's captives will take the blame, triggering a patriotic fervour for revenge against Africa throughout Britain. A full invasion and annexation of the continent will ensue, and the Empire will enter a second golden age... with Erpingham's group gaining additional power, of course. The organisation's scope is unknown, and their attempts to detail history and reinvigorate the British Empire by killing Victoria may provide recurring threats whenever your players travel to the Victorian era.

LORD OLIVER ERPINGHAM

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 1, Fighting 2, Knowledge 3, Marksman 4, Medicine 2, Science 2, Subterfuge 2, Survival 3, Technology 2, Transport 2

TRAITS

Arrogant
Dark Secret (Major) – Member of secret organisation attempting regicide
Distrustful Epicurean Tastes
Friends (Major) – Gentlemen's club
Menacing
Obsession (Major) – Assassinating Queen Victoria, invigorating British Empire
Prejudice (Major) – Xenophobic and misogynistic
Repulsive Upper Class
Voice of Authority Wealthy (Major)

EQUIPMENT

Pistol: 5(2/5/7) damage

TECH LEVEL: 4

STORY POINTS: 6

AMANDA LATIMER

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 2

Skills: Athletics 1, Convince 2, Knowledge 4 (AoE: Anthropology), Marksman 3, Medicine 3, Science 2, Subterfuge 1, Survival 1, Technology 2, Transport 2

Traits: Indomitable, Marginalised, Wealthy (Minor)

Tech Level: 4

Story Points: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MALIANS *(The Garden of Evil)*

Possessing yellow eyes with vertically slit pupils as well as strong, pale skin stretched tight over their skulls, it's no wonder that the Malians prove to be the potent hunters their snake-like physiology would suggest. Having evolved over generations to be hunter-killers, their tall bodies ending in long tails are always filled with an intimidating coiled energy, as if ready to strike at any moment. They're often clad in loose gowns that match the colour of their environment. They're tireless and extremely patient, able to stand still for days at a time while waiting for their prey.

Malians glide elegantly, their native environment of chaotic wild jungles providing them with an easy ability to adapt to unfamiliar terrain. Specific Malians seem to track onto the heat signature of any prey they take interest in, the interest growing into an intense dislike and personal rivalry if that prey happens to be another sentient creature. Any connection between this and their mating rituals is yet to be seen.

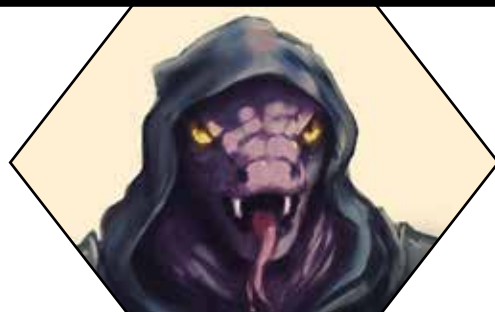
Unfortunately for the Malians, their home planet of Malion was one of the first affected by the odd rash of famines across the Universe. Fortunately, The Time Lords had recently begun mounting rescue operations, intervening to help save as many Malians as they could (see *L170*). Malian culture was already focused strongly on loyalty, and so the survivors pledged their lives to the Gallifreyans. The Time Lords quickly realised that they couldn't hope to police the thousands of refugees themselves, believing that they would need to make them be afraid of stepping out of bounds. Time Lords are bound by their laws to not directly hurt other races, so in a typical piece of doublethink they authorised the Malians to do so on their behalf.

Now black-cloaked "peacekeepers", the Malians have essentially free reign to treat the other refugees how they wish. This means hunting them, shooting them with giant metal stun guns at any notion of perceived disrespect and carelessly driving their Ground Skimmers (see *G28*) into the Riffos' huts as they wish. Thousands of Malians patrol not only Riff City, but also the main Gallifreyan cities to watch out for trespassers. The Time Lords have grown used to their presence but most are still quite unnerved by the arrangement.

The stats provided here are for a Malian during their time employed by the Time Lords. They can easily be adjusted to represent "default" Malians.

Adventure Seed: Last Taste of Freedom

Your crew are captured by the Malians during an early point in their history, and are surprised to find them asking for assistance. Powerful aliens with advanced technology have been abducting entire tribes at a time and performing unethical, Vortex-related experiments on them. Your crew are shocked to find that the culprits are an enigmatic faction of future Time Lords, dangerously interfering with their own history to create stronger front-line soldiers for a great conflict yet to come...

MALIAN

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 3, Convince 1, Fighting 3, Knowledge 1, Marksman 2, Medicine 1, Science 1, Subterfuge 3, Survival 4, Technology 2, Transport 3

TRAITS

Alien
Alien Appearance
Alien Senses – Heat detection
Fear Factor 1
Indomitable
Keen Senses (Major)
Obligation (Major) – To the Time Lords
Relentless
Selfish
Sense of Direction
Single-Minded (Minor) – Hunting, becomes Major if Malian feels strongly about target
Weakness (Minor) – Malian eyes are particularly sensitive to dust and infection (-2 penalty to avoid either)

EQUIPMENT

Gallifreyan Stun Guns: S(S/S/S) damage

TECH LEVEL: 2 (home planet), 7 (when trained by the Time Lords)

STORY POINTS: 2-3

THE MARFICKS *(The Hunting Ground)*

Much of the planet Vallinn in the Anchor Arm of the Saffalo Galaxy is a desolate place. It's a frozen world covered in ice and snow. This barren land makes it ideal for some of the more cold-loving clients of Hellion (see V163), a company that provides hunting grounds where customers can indulge their love of blood sports and the provision of prey suited to their prowess. This latter includes examples of sentient species, so Hellion needs to make sure the authorities don't get wind of their activities. Which makes Vallinn doubly suited, its terrain of ice-fields being extremely difficult to administer effectively.

Which is how the Doctor came to meet the Marficks. The Marficks are native Vallinnians and, despite what you might assume from their name, are actually one being. Like most Vallinnians, the Marficks have two heads on a single body. Each head is individually intelligent and they each have their own separate personality.

Collectively they're called the Marficks, but individually they're informally known as Left Marfick and Right Marfick. Unfortunately, Left and Right Marficks don't get on with each other particularly well, and they spend most of their time squabbling, often over the most trivial of details. If their arguments get out of hand, they're even known to start strangling each other, each head having control of one of their body's arms.

The Marficks are – or, more accurately, *were* – administrators. They're highly suited to the job, both heads having a keen eye for detail and being extremely pedantic. Though the bickering does sometimes get in the way of their efficiency. They appreciate the beauty of the balance sheet, the fine art of filing and the precision of paperwork. Left Marfick claims he's the Walking Dictaphone on account of his memory, a talent that Right Marfick denies. They're both very enthusiastic about their chosen career and can chatter endlessly on the subject of processes and procedures. As the Doctor himself put it, they can talk the hind legs off a Dravidian burden-beast!

In their spare time, the Marficks enjoy skiing, snowboarding and other snow-sports, all of which are popular on Vallinn. Oh, and collecting pens. They're not particularly bright and not particularly brave. But perhaps neither attribute is that important when all you need to do is fill in forms and follow clear, logical processes.

But the Marficks' by-the-book attitude eventually let them down. When Hellion acquired a vast area of ice-fields on Vallinn, they were assigned to process the takeover, and there were a lot of forms to fill in, something that would normally fill them with joy! But when they looked over the details, they realised that an area of wilderness that size would be ungovernable. Worse, it would be totally unadministrative! It would have been against the Administrators' Code of Administrative Conduct for them to have gone ahead with it, and the Marficks always obey the Code. So they refused, which led to them being redesignated as prey, sent into the new hunting ground for one of Hellion's clients (see V163) to hunt, and ending up falling into an ice-pit. Which was when the Doctor came in...

THE MARFICKS



AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 3 (AoE: Snow Sports), Knowledge 3, Technology 2

TRAITS

Alien
Alien Appearance
Argumentative
By the Book
Code of Conduct (Major) – The Administrators' Code of Administrative Conduct
Cowardly
Eccentric (Major)

TECH LEVEL: 7

STORY POINTS: 4



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MISKAVEL *(1st in One for All)*

Miskavel, more informally known as Miska, is the wife of the Eleven (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), the Time Lord criminal whose regenerative dissonance has resulted in the minds of all his previous incarnations remaining active inside the eleventh. Miska is from Callabon, a planet which, like Molaruss (see *L134*), is inhabited by a race of duo-minds.

Miska claims to have been disfigured by the chemicals on Callabon that ultimately destroyed it. But the truth is that it was Miska who destroyed her planet, watched by the Eleven. She had been left a mono-mind after a botched duo-mind operation, leaving her with only a single mind and rejected by the people as a “half-life”. Miska and her husband had been covertly contracted by the Molarussian corporation DuoTech to cleanse the population of Callabon, but it was also Miska’s revenge. Her face is now well-known from the wanted posters.

Miska’s relationship with the Eleven is a complex one. She loves him but dislikes some of his incarnations, the ones she terms bad. She often carries a weapon to protect herself against some of them. Ones like the childish Three, the maniacal Six and the kleptomaniac Nine. In return, the Eleven wants Miska to be more like him and have an extra mind. They are using the facilities at DuoTech to split off a few of the Eleven’s incarnations and transfer them into a series of clones. Meanwhile, Miska hopes that DuoTech’s experimental surgical techniques will give her a second mind.

Although even DuoTech’s procedures fail to make Miska into a duo-mind, they’re successful in housing a few of the Eleven’s incarnations in new bodies. In fact, Miska has secretly had more incarnations removed than the Eleven intended or is even aware of yet. She knows that some of them think of her as an ugly savage. The Ten is supposed to use his mesmeric abilities to hypnotise the other minds into loving Miska, but it’s too much even for him. So she’s trying to get rid of the worst of them.

Miska and the Eleven have a fractious relationship and constantly bicker, but the Eleven considers Miska to be remarkable. He’s even taught her how to pilot the TARDIS, and she travels back and forth in time to help his plans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Eleven succeeds in being elected President of Molaruss, having murdered his predecessor (see *V177*) and framed his rivals, Miska becomes First Consort Miskavel. By now, she has succeeded in becoming a duo-mind but has ambitions to split her mind further, to become more like her husband. Her second mind, her Geminus, is a chirpy, more up-beat version of Miska herself.

MISHAVEL



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	2

SKILLS
 Athletics 1, Convince 3, Marksman 1, Medicine 3, Science 2, Subterfuge 2, Technology 3, Transport 1

TRAITS
 Distinctive
 Inspiring Love
 Passionate Love
 Vortex
 Wanted (Major)

TECH LEVEL: 7

STORY POINTS: 6

MISKA’S GEMINUS

When Miska gains Duo-Mind (Minor) (see *L135*), her second mind has the following adjustments from her stats:

Positive: Presence +1, Positive Outlook

Negative: Ingenuity -1, Impulsive

But when the Eleven’s plan to split the minds of every Molarussian into eleven results in disaster (see *G24*), Miska sees the light and turns against him. Restored to a mono-mind, she imprisons her husband inside a temporal fault inside his TARDIS and pilots it away on new adventures.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MR KEMPSTON & MR HARDWICK *(1st in Jago in Love)*

Mr Kempston and Mr Hardwick are a pair of respectable-looking gentlemen who came to the notice of Henry Gordon Jago and Professor George Litefoot (see *The Fourth Doctor Expanded Universe Sourcebook*) in London in 1893. On the surface, they make for a slightly comical double-act as they converse with each other in a prim and precise manner, using crisp diction and wry comments, and laughing politely at each other's witticisms. At one point, they posed as solicitors with offices on the third floor at 24 Gilmore's Buildings a little off the Strand.

Kempston and Hardwick are not as friendly as their calmly jovial facades might suggest. Indeed, there is something altogether more sinister in the way that they watch from the shadows and manipulate events. In fact, it would be easy to believe that they are not even human.

The pair have a specific goal in mind: flushing the Doctor out into the open. To do this, they will menace Jago and Litefoot, and cause temporal disruption that could threaten untold lives. It seems that they have need of the TARDIS and the Doctor's knowledge of time travel.

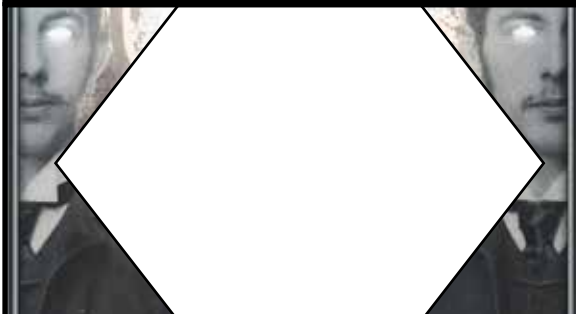
SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Kempston and Hardwick are avatars generated by a Temparon ship that crashed near Kempston Hardwick in Bedfordshire. They might be thought of as the ship's pilots, or perhaps as extensions of the ship itself. Temparon ships have very crude temporal capabilities, but they desire true time travel so that the Temparon Empire can spread through time as well as space.

Temparons have an affinity with materials such as sand and clay, using it to create bodies for themselves. This affinity includes glass, and one of their favourite tricks is to form a giant hourglass around a victim, who will quickly be smothered in falling sand. Kempston and Hardwick are themselves just sandy constructs. As a result, they can absorb most damage without injury (but water can disintegrate them and dissipate their power). However, after their ship crashed, it took them a while to overcome problems with surface tension which resulted in the early constructs crumbling apart at the slightest touch. These early "Sandmen" were monstrous things moulded from filthy, black soil and reeking of decay.

Now though, Kempston and Hardwick can create constructs that look, speak and behave like humans. They can make and abandon bodies as they wish, so long as sufficient materials are available. Although they can use the simulacra for infiltration or assassination, it costs energy to maintain multiple different guises, so most of the creatures resemble the original Kempston and Hardwick and are being used to excavate a tunnel under the Thames to where the Doctor has hidden the TARDIS to keep it out of their way. They can sense its Artron energy, growing stronger the closer they get.

If Kempston and Hardwick fail to secure the TARDIS soon, their ship's energy will be expended, and they and their Sandmen will disintegrate into inanimate matter. A similar effect will be achieved if their link to the ship is broken.

HEMPSTON & HARDWICK

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Convince 2, Fighting 1, Science 2, Subterfuge 3, Technology 4, Transport 3

TRAITS

Alien

Alien Senses – Artron energy

Amorphous – Particulate body can pass through the tiniest gaps given time and is immune to bullets and other small-scale injuries

Animate Objects (Minor) – They have an affinity with sand in all its forms

Burrowing

Dependency (Major) – Require energy from their ship or an external source of Artron energy, otherwise they crumble to inanimate sand

Replication – They can use sand and clay to create new Sandmen and new bodies for themselves

Shapeshift (Special) – Requires an increased energy drain from their ship

Weakness (Major) – The Sandmen are easily broken up and washed away by enough water

TECH LEVEL: 0

STORY POINTS: 5

SANDMAN

Attributes: Attributes: Awareness 2, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 4

Skills: Fighting 2, Subterfuge 1, Technology 1

Traits: Alien, Alien Senses*, Amorphous*, Burrowing, Dependency*, Shapeshift*, Weakness*. *These Traits are as Kempston & Hardwick. Early Sandmen also have Fear Factor 2.

Tech Level: 8

Story Points: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MR QUENNING *(Prime Winner)*

"Mr Quenning" (at least, that's the name written on his betting slips) is a Garalinian Trader, someone with a shady reputation, a love of gambling and prejudice against the Grutches of the Fragabar system, due to some ancient inter-species disagreement over traded sheep. Quenning's a rough, aggressive conman through and through. Not satisfied with mere sleights of hand, he's set his sights on the newest field of rigging: temporal crime.

Quenning is running the oldest time con in the book: get a time manipulator, set it to loop in a casino and take note of all the winning combinations of lottery cards and bingo balls. Simply loop back and enter the room as a player, scooping perfect game after perfect game. His casino of choice is a Sacronax travel cruiser, a ship with a hundred different gaming rooms on each of its two hundred and fifty levels. Black marble robots manage the tables, and messily spill coins out their heads amid MIDI-quality fanfare when a customer gets a "Prime Win", the best possible bonus payout awarded to a perfect game.

However, Quenning's time manipulator is faulty. Being a cheap thing won in a game of cards, it needs to be reset manually by him at the start of each loop. As it's hidden in the ship's engine room, it plays havoc with the cruiser's gravity stabilisers, causing massive amounts of turbulence. Whenever he activates the time loop function, he creates another ghostly after-image of himself, and any other time travellers in the area; Quenning's sheer greed has been compelling him to get constant, bonus Prime Wins on every floor of the cruiser, drawing more and more suspicions to himself; the faulty manipulator may even accidentally summon a time machine from the Vortex, wrapping someone else up in his scheme.

Prime Winner's most notable plot point is the misdirect of Mr Quenning strongly resembling Peri's stepfather Howard, which is mundanely revealed as the two just being doppelgangers. In your own campaign, Quenning may be a double of someone known to your PCs, or one of them; likewise, the reason for this could be something a lot more sinister or dynamic than coincidence! For a list of Casino games such as Blackjack and Roulette and how to simulate them within the Vortex system, see L60 in *The Fifth Doctor Expanded Universe Sourcebook*.

**MR QUENNING**

AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	5	STRENGTH	3

SKILLS

Athletics 2, Convince 3 (AoE: Bluffing), Fighting 2, Marksman 3, Subterfuge 4

TRAITS

Arrogant
Attractive
Impulsive
Obsession (Major) – Gambling
Prejudice (Minor) – Grutches
Wealthy (Minor)

EQUIPMENT

Revolver: 5(2/5/7) damage
Time Manipulator [Traits: Time Loop (Special 6), Restrictions – Time Loop must be activated manually each time; leaves after-images of user and other time travellers in looped area. Story Points: 4]

TECH LEVEL: 7

STORY POINTS: 10

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MR REES *(Second Sight)*

The mother of the boy who would grow up to become Mr Rees died while her son was still young. Rees's father was too grief-stricken over his wife's passing to pay much attention to the boy, lashing out at him when the youngster became obsessed with the music box that she had given him. But the child already realised that he had some very special powers, and he grasped hold of his father's mind and made him jump down the deep well in the grounds of the family's London residence. Rees repaired the music box so that it once again played *Ding Dong Bell*, *Pussy's in the Well* and refined his mental abilities on both animals and humans, delighting in the cruel things he could force them to do before having them leap down the well.

Information on the rest of Rees's upbringing is unavailable. His story next picks up in the 1890s, by which time he had grown to adulthood and was a performer at the New Regency Theatre. Rees was using his powers as part of a magic act involving mesmerism. He was able to control people's minds or even take them over completely by having a portion of his own consciousness transfer into theirs. Rees's penchant for cruelty hadn't faded. Those he had hypnotised on stage were later forced to carry out brutal murders or to commit suicide.

Rees's atrocities were brought to an end by Henry Gordon Jago and Professor George Litefoot (see *The Third Doctor Expanded Universe Sourcebook*), with Rees falling down the well in which so many of his victims had perished. With the well being too deep for his body to be recovered, he remained there along with his beloved music box for many decades. In the Blitz, Rees's former home was razed by German bombs, and a boy playing on the bomb site tumbled down the well. He survived and brought the music box out.

Rees had placed a portion of his mind into the music box to survive the death of his body, enough to influence people and start a scheme to stir up violence. This time he was foiled by the Intrusion Counter-Measures Group (see *Remembrance of the Daleks*) in 1964, but not before Rees's skull had been recovered from the well. Both artefacts were deposited in secure storage, from where the skull made its way into UNIT's Black Archive when that was founded.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The skull remained dormant until 2014, when it was transferred to UNIT's Vault in Northumberland (see *The Third Doctor Expanded Universe Sourcebook*), where the music box was already held. In close proximity to each other, Rees's mind was restored. Despite UNIT's best endeavours, Rees took control of one of their soldiers and escaped.

Rees is a very dangerous individual whose mental abilities are remarkably powerful. His biggest weakness is that he is just a disembodied mind and needs a host body. Without a living one, he can retreat into the music box or his original skull, if

they are nearby. Rees has two objectives: to gain a permanent replacement body for himself, and to spread pain and suffering across the globe.

MR REES (DISEMBODIED MIND)



AWARENESS	3	PRESENCE	5
COORDINATION	N/A*	RESOLVE	8
INGENUITY	3	STRENGTH	N/A*

*Gains that of his host.

SKILLS
Convince 5, Knowledge 3, Subterfuge 2

TRAITS
 Absorption (Major) – Rees can initiate a contest of Resolve + Convince to absorb the memories of a target, gaining a +4 bonus on any rolls concerning anything they know
 Eccentric (Major) – Psychopathic murderer
 Hypnosis (Major)
 Immortal (Major)
 Mental Entity – Has no physical existence and will die if his current host dies (unless he has placed a fragment of his mind in the music box or the skull)
 Possess
 Psychic
 Psychic Assault – Can make a contest of Presence + Resolve to inflict damage equal to his Resolve (which ignores Armour and similar)
 Raise from the Dead – Rees can spend 1 Story Point to reanimate the body of a “named” character, or to raise 5% of any given crowd of NPCs for mass raising

TECH LEVEL: 4

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MRS CHINN (*Mind of the Hodiad*)

As the British Government's appointed Head of the Psychic Research Department, Mrs Chinn has ears everywhere. If the slightest whisper about strange happenings in somebody's house leaks out, she can pop by the household for a friendly visit the next day. She knows that the average person needs a kind ear to listen to them when they're upset by things they can't explain, often offering money in exchange for them staying over at her research unit, which is a safe, monitored space. Mrs Chinn has impressive academic qualifications and the Government's full backing to run the Beckman Building in London, where her department studies psychic emissions on the 13th floor (or floor 12b, if you're feeling superstitious). Surely the British Government wouldn't waste money on some lunatic?

Mrs Chinn is an older woman but moves with an excited energy... while in front of her clients anyway. Her employees at the Psychic Research Department know her true impatient and judgemental nature. Mrs Chinn likes to berate and bully her workers, even stooping to giving them mean nicknames. One reason she targets certain employees is suspecting that they're non-believers. Not in the sense they don't believe in psychic powers, but that they don't believe in Christianity. Mrs Chinn is very devout in her beliefs and wants to go down in history as the scientist who revoked the modern separation of science and church. She's drawn to psychic phenomena as a way of truly understanding God's design and considers it a step towards enlightenment. Of course, anything unexplained that works *against* her is clearly the Devil's work instead.

Although Mrs Chinn's husband is dead, she keeps his surname as she believes he's waiting for her in the afterlife and wouldn't dare break her wedding vows by remarrying. As one could guess, her fixation on traditional Christian norms belies a general ignorance and classism. She finds it hilarious that what would be pocket money to her would be a fortune to average people, such as the Maitland family (see A118), whom she suspects of having a psychic in their ranks. Eileen Maitland is glad for Mrs Chinn's help, while teenage daughter Lisa considers her a "mad scientist and bible thumper rolled into one".

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Beckman Building's housing quarters are a trap: not only is it barely furnished and covered in security cameras, the saferoom's ceiling contains a hidden compartment filled with liquid nitrogen. If Chinn invites someone over and they try to leave, she can murder them while preserving them as frozen specimens to be studied. The building's doors and windows are automatically sealed at seven at night and open at seven in the morning. Mrs Chinn would be furious if anyone dared get in the way of her work... as her work is God's work, of course.

MRS CHINN

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 1, Convince 4, Knowledge 4, Medicine 1, Science 4 (AoE: Psychic Phenomena), Subterfuge 1, Technology 3, Transport 1

TRAITS

Authority (Minor) – Head of British Psychic Research Department

Cutting Edge Technology

Eccentric (Major) – Mad scientist and bible thumper rolled into one

Obsession (Major) – Proving psychic phenomena is real and God's will

Positive Outlook – Mrs Chinn has a +1 to all Convince rolls, and Convince rolls against her are at –1 Difficulty

Prejudice (Minor) – Classist and myopic

Voice of Authority

Wealth (Minor)

TECH LEVEL: 5

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

OLIVER AKKRON (*The Murder of Oliver Akkron*)

Oliver Akkron has been President of Molaruss (see *L134*) ever since, years ago, he was instrumental in stopping a catastrophic infestation of Candorei worms, something his predecessor failed to do. In fact, his predecessor became part of the problem when he was himself infected and mutated into a rampaging monster.

But Akkron didn't have the easiest of starts in life. True, his father was a distinguished businessman who set up the Akkron Foundation. But young Oliver had problems with his duo-mind. The Molarussians each develop a second mind – termed their Geminus – as they approach adulthood, one which they have to learn to control and live with in balance. On the plus side, it means they never need to sleep as one mind can always remain awake. But in Oliver's case, he was slow in establishing control.

Oliver was locked up in a Centre for Scientific Research. The facilities were comfortable, but he was observed constantly, a traumatic experience. When he emerged a couple of years later, the scientists who had treated him were put on trial for misdiagnosis. Shortly after this, Oliver's parents both died in a tragic shooting accident. Oliver inherited his father's businesses and went into politics, where he has remained. He has never married and has no heir. He has not yet decided who to bequeath the Foundation to, but he has years remaining to do that.

Oliver Akkron is a confident and charming man who enjoys the finer things in life. He spends the Foundation's funds on good food, excellent wine and expensive luxuries even though they are badly needed elsewhere. His offices and apartments are at the top of the Akker's Mast, an unsightly but majestic tower built by his father, who wished to literally look down on the people. It certainly has a remarkable view.

Oliver leaves the handling of his more sensitive deals to his Geminus, Kaldo. He has been trained so that each of his minds is able to keep information from the other.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Oliver Akkron has been Exalted World President of Molaruss ever since, years ago, he deliberately brought the Candorei worms to Molaruss to trigger a catastrophic global crisis, murdered the then president by infecting him with a worm, and solved the infestation by cleansing large parts of the provinces. He also shot his own parents due to their lack of ambition.

Despite the outcome of their trial, the scientists had correctly diagnosed an imbalance in Oliver's duo-mind. These days, he conceals the problem by only conversing with his Geminus, Kaldo, internally. But in Oliver's head, his two minds are constantly arguing.

Despite his calm, charismatic exterior, Oliver Akkron is quite mad. Having murdered his way to the top, he won't hesitate to kill anyone who threatens his position. Which is unfortunate, as the

OLIVER AKKRON



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS
Convince 5, Knowledge 4, Marksman 2, Subterfuge 3, Technology 1

TRAITS
Arrogant
Authority (Major)
Charming
Dark Secret (Major)
Duo-Mind (Major) – see *L135*
Eccentric (Major) – The imbalance in his duo-mind has made Akkron murderously sociopathic
Epicurean Tastes
Wealthy (Major)

TECH LEVEL: 7

STORY POINTS: 4

KALDO, AKKRON'S GEMINUS

Kaldo has the following Duo-Mind adjustments from Akkron's stats:

Positive: Awareness +1, Convince AoE: Negotiation, Subterfuge +1, Survival +1

Negative: Ingenuity -1, Resolve -1, Argumentative, Impulsive

criminal Time Lord known as the Eleven (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) has set his sights on the presidency, and a second Candorei worm infestation threatens Molaruss.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ORMAZOIDS (*Invasion of the Ormazoids*)

With opaque and reflective black glass domes covering their heads and light grey space suits, the Ormazoids can be quite enigmatic indeed. Aside from some very slight differences in height or shoulder piping indicating an incredibly high military rank, you'd be excused for thinking they're all complete replicas of one another.

This fanatical militia willingly serves Lord Darval (see V168) with over two million soldiers desperate to help their beloved leader in his campaign against Earth. Armed with phasers and powerful warp-fold space craft, they've dutifully conquered the Rim Planets (see L151) for their lord, itching for the chance to do the same to the pitiful Earthlings he hates so much. So what if he asks them to go on suicide bombing missions in the process? Anything to serve the glorious supreme being!

Communication is done through voice boxes (which are also filters providing an air supply), even if they rarely do much else but bark orders and designations back and forth. Still, the Ormazoids do have some personality: that of cruel bullies, picking on runtish, shorter Ormazoids with childish insults like "clearly, your mother was dire Earthsweepings!", and the like. Laughter (a rare thing for them) sounds like water rushing down a drain: they weren't built for it, metaphorically or literally. Ormazoids possess no medical staff, as anyone suspected of illness is immediately killed. They've apparently never even heard the word 'medicine' before!

Ormazoids follow their protocols with a frightening rigidity, spending all their time when not following orders conserving their limited energy. Their cybernetic bodies can only store so much energy, and the less they have, the more prone they are to making foolish errors or collapsing entirely. When conserving energy, an Ormazoid is so still as to be indistinguishable from an empty suit. Energy is routinely recharged via wires stuck into their wrists, while a video of their lord's hypnotic conditioning is played. Any intruders pulling the old 'disguise yourself as the enemy' trick would not only have to survive the electrical charge, but also avoid being turned into one of Darval's minions for real!

The original Ormazoids were not native to Orm, merely being an experiment by unknown aliens who tried to save Darval's life and were murdered for their troubles. They were likely intended as a non-sentient space-exploration workforce, but Darval's dark experiments and conditioning seem to have led them down some vague road to sapience. It's possible that if he was separated from his hypnotic codifier, the Ormazoids could obtain free will. Humanoids can be converted into Ormazoids, and it's assumed most of Darval's current force were once rebels of the planet Orm. Do you dare unscrew their helmets to find out what they look like underneath?

ORMAZOID

AWARENESS	6*	PRESENCE	4*
COORDINATION	7*	RESOLVE	5
INGENUITY	5*	STRENGTH	7*

*Drops by 1 point for each hour of energy, up to seven hours maximum

SKILLS

Athletics 4, Convince 1, Fighting 4, Marksman 5, Science 1, Subterfuge 3, Survival 2, Technology 4, Transport 6

TRAITS

Adversary (Major) – Earthlings
By the Book
Crack Shot (Minor)
Cyborg
Dependency (Major) – Battery charge only lasts about 7 hours; needs to recharge or become lethargic
Devotion – Lord Darval
Enslaved
Hot Shot
Military Rank – Varies by individual
Obsession (Major) – Obey Lord Darval!
Technically Adept
Voice of Authority
Weakness (Minor) – Completely ignorant of medicine and health and has a -2 penalty on rolls involving the Medicine skill

EQUIPMENT

Ormazoid-Issue Space Suit (Armour: 4 points)
Ormazoid-Issue Helmet (Armour: 5 points, only protects the head)
Phaser: 4(S/4/6) damage

TECH LEVEL: 6

STORY POINTS: 2-3

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE OTTER (*The Doctor and his Amazing Technicolour Nightmare Coat*)

The Otter's real name isn't remotely pronounceable by humans, sounding as it does like the squeaking chatter of a mustelid. It was one of his bodyguards who first told him that he looks like an Earth otter and the name sort of stuck. Not that the Otter knows what an actual otter is, but the term didn't sound derogatory and it helped him integrate into Kolpashan society. It's certainly accurate as he looks like a six-foot tall humanoid otter dressed in a three-piece suit, and with large jaws containing formidable and powerful teeth capable of biting the head off an adult human.

The Otter runs an empire of knock-off T-shirt stalls in Screen-Print City on Kolpasha, a world of monumental taste, discernment and haute couture (and incidentally the world where the Sixth Doctor purchased his multi-coloured coat, from gentlemen's outfitters *S. Houlton's*). Screen-Print City isn't the most upmarket area on Kolpasha, but it has its place in the ecosystem of fashion, and the Otter saw the potential in setting up shop there.

The Otter's business has certainly been a success, earning him enough money to be able to afford to hire a pair of very efficient bodyguards. The pair are called Lloyd and Connor, and they are both powerfully built Amazonian women. One is blonde and the other dark-haired. Each wears only the barest of items, just enough to cover their modesty (unless you have a reasonably good imagination). Lloyd and Connor have led interesting lives, but they tend not to discuss these in details with their employers. All those hiring them need to know is that they're professional mercenaries, experienced bodyguards and quite possibly highly skilled assassins. But the Otter certainly didn't ask them about the latter before deciding to employ them. Lloyd and Connor are proficient with a wide variety of weapons, but they prefer their trusty thermal bazookas, capable of punching dinner plate-sized holes in whatever they're aimed at.

Although the sale of dodgy apparel doesn't sound like a dangerous business, the Otter takes it very seriously. Anyone he suspects of trying to rip him off will quickly find Lloyd and Connor applying pressure to return whatever goods or money they have purloined. In some circumstances, the Otter will take an active role in pursuing his enemies and exacting his revenge.

Like many businesses throughout the local sector of 12 star systems and 138 planets, the Otter relies on Transwarp Collection Inc. to transwarp his stock across interstellar space. The major limitation on transwarp technology (see *V198*) is that it cannot be used on organic material without reducing it to a gooey mess.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Otter has realised that Transwarp Collection Inc. does transwarp food, and that his own stock includes organic matter. He strongly suspects that Transwarp Collection has entered into a secret deal with the shuttle companies not to encroach on their business. He may be willing to risk transwarping himself and his (admittedly reluctant) bodyguards in order to catch up with a fugitive.

THE OTTER



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS
 Athletics 3 (AoE: Swimming), Convince 4, Fighting 3, Marksman 2, Survival 1

TRAITS
 Alien
 Alien Appearance
 Natural Weapon (Minor) – Ferocious Bite: Strength +4 damage
 Tough

TECH LEVEL: 7

STORY POINTS: 4

LLOYD & CONNOR

Attributes: Awareness 4, Coordination 4, Ingenuity 2, Presence 2, Resolve 3, Strength 4
Skills: Athletics 4, Fighting 4, Marksman 4
Traits: Attractive, Distinctive, Five Rounds Rapid, Quick Reflexes, Tough
Equipment: Thermal Bazooka – 10(5/10/15) damage
Tech Level: 7
Story Points: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PREHISTORIC RESEARCH TEAM *(Something Borrowed)*

Not long after narrowly escaping a tricky situation involving a mutated T-Rex embryo, the Rani elected to make the best of the situation and use the experience as inspiration. As she devised a scientific expedition involving the Imori stones on Koturia and how they interact with the natives' biology (see *L119*), she used the remains of her prehistoric embryos to bio-genetically engineer two successive types of minions to assist her in her studies.

The first of these were pocket-sized pterodactyls, their shrunken nature attributed to the fact that the Rani likely simply made them using abducted pigeons as a base. A very sharp golden sheen appeared on their wing membrane, something that anyone familiar with what the real deal is supposed to look like would take notice of. Very susceptible to electromagnetic pulses, an unfortunate irony given Koturia's abundance of gaudy neon, these were made to draw skin and blood, to be brought back to their creator for sampling purposes. While under the cover of the confusion and chaos the locals would create in trying to run from them, the pterodactyls would grab onto and abduct Koturians wholesale!

These abducted humanoids would form the base for the second type of minions, large androgynous reptilians adored with black scales. As typical, these scales had a bright golden sheen that could alert observers to their unnatural nature. This process could be reversed but would require quite a skilled bioengineer!

The mental processes of these creatures were then simplified and manipulated, to serve as the Rani's personal bodyguards as she infiltrated Koturian society. She armed the 'lizard men' with fearsome weapons, guns that shot blue bursts of light made to disrupt biological functions. These firearms came with multiple settings, including stun.

They were also armed with Sizian force-fields: smooth metal discs that, when activated, a shimmering cone of golden light appears around their ridge. When touched, it feels solid – and then immediately tightens by a few inches. Over time it closes in further and further until cutting off air completely and suffocating anyone inside. That is, if they aren't crushed by their own desperate attempts to escape. The force-field reflects any kind of energy-based weaponry right back of the shooter. It was likely made as a torture device, as it only shrinks by being touched. If the captive can stay perfectly still, they won't activate the forcefield. It's still only a matter of time before that air supply runs out!

SIZIAN FORCE-FIELD [Special Gadget]

Traits: Entrap (Major), Forcefield (Major), Reflective (Major), Special – Contracting Forcefield (In addition to its other capabilities, each time its captive struggles or touches the forcefield, it contracts and causes them 1 point of damage, not reduced by things like Armour, Tough or a lesser Forcefield; the captive will also need to make rolls to avoid suffocating as the air runs out – see the rules on Drowning)

Cost: 8 points

POCKET PTERODACTYL

Attributes: Strength 2, Coordination 4, Awareness 3

Skills: Athletics 3, Fighting 2

Traits: Enslaved, Flight (Major), Natural Weapon (Minor: Bite – Strength +1 damage), Size: Tiny (Major), Weakness (Major) – Electromagnetic pulses render them unconscious for extended periods

**LIZARD MAN**

Attributes: Awareness 3, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 5

Skills: Athletics 1, Fighting 3, Marksman 2

Traits: Alien, Alien Appearance, Enslaved, Fear Factor 1, Tough

Equipment: Bio-Disruption Gun – S(S/S/S) or 6(3/6/9) damage

Tech Level: 6

Story Points: 1-3

SPLICING DNA FOR FUN AND PROFIT

While the finer details are vague, how the Rani went about creating her prehistoric-flavoured minions seems to be relatively simple. Get the genetic information from a source creature (such as an embryo) and splice it into the DNA of the creature you're using for a base. If a creature is non-sapient, then it's easy to encode behavioural patterns alongside its new Traits and appearance. If they're as intelligent as a human, then you'll need to resort to first simplifying their intellectual capacities, then using standard forms of conditioning on them. While this is unethical when done without consent, your players may find themselves needing to escape from an enemy with DNA scanners or, more excitingly, get somewhere inaccessible without gills, scales or wings! Be careful, not only is there an unavoidable bright sheen marking you as unnatural, you might find yourself unable (or worse, unwilling) to reverse any side-effects of the process...

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PRIMUS UNITS *(Ghost in the Machine)*

It's the 52nd Century: the Cybermen are upping the scale of the Cyberwars. They've rapidly increased their efficiency, cutting through the number of humans, Racnoss and Daleks that would normally take months in a matter of weeks. The key to this success is the deployment of the Primus units: Cybermen that act as commanders to units of ten, and given access to the Cyberiad network and more independence to solve tactical issues lesser units cannot. This process is still in its experimental phases but has been more than enough to turn the tide of so many battles already. They've easily overcome planets they had been locked into long stalemates with.

Primus units are equipped with much longer barrelled arm-blasters than standard. These pack a greater punch, but fire must be paused every thirty-five seconds to avoid overheating and potential damage to the weapon. This weakness is rendered negligible through the link to the Cyberiad: the Primus unit simply times its squadron to fire in sequence like clockwork, so the enemy isn't provided a single second of advantage or respite. The Cyberiad connection to all other Primus units mean that this tactic can be deployed on an even larger scale, over an entire country, continent or even planet if co-ordinated carefully. In the unlikely event that a Primus unit suffers severe systems damage, it isn't kept out of battle for long. They're given the highest priority access to repair cells and resources, above all other units.

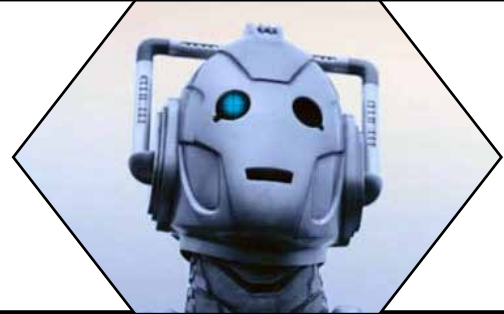
The loud noise the blasters make is another new feature, carefully engineered to be the most upsetting noise to organic ears that's feasible without compromising the weapon itself. Even when fired in a predictable rhythm, enemy forces are startled into making mistakes they might not otherwise have made. The Blue Crosshair targeting system the Primus utilise also seems to be a strict upgrade.

Most Primus units are given a sub-protocol that might seem inefficient and absurd at first glance: to prioritise elimination of artistic works, cultural landmarks and, above all, holiday decorations. This tactic is employed to undermine one of organic life's most vital algorithms, morale.

Recently, the Primus unit of the Ninth Cohort of the Ninth Division of the Ninth Cyber-Legion (designated 9.9-VIV) has been undergoing an odd bug because of its experimental programming. Repeatedly, 9.9-VIV has been seeing what seems to be the exact same human woman everywhere it goes. It has been pausing in the middle of battles, throwing off the timing of its entire unit and is then unable to explain the behaviour to its superiors. Studying footage recorded directly indicates no logical explanation; it simply pauses and stares at empty space as if it's seen something it can't identify. Even after being repaired to the point of containing none of its original components, it continues to see this woman on battlefield after battlefield.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

If the Cybermen thought that keeping records of its soldiers pre-conversion was of any value, then 9.9-VIV would see the woman

PRIMUS UNIT

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	6	STRENGTH	8

SKILLS

Athletics 3, Convince 3, Fighting 3, Marksman 5, Medicine 2, Science 1, Technology 4

TRAITS

Alien Senses – Cybermen can see in light ranges well outside normal vision

Armour (10 points)

Crack Shot (Major) – As long as Blue Crosshair program is active

Cyborg

Fear Factor 3 – Increases to 4 if firing Arm Blaster

Natural Weapon (Major) – Experimental Arm

Blaster: L(5/L/L) damage, but if fired in more than two consecutive Rounds any Bad or Disastrous result means that the blaster has overheated and cannot be used again until repaired

Natural Weapon (Minor) – Electric Grip: Strength +2 damage

Networked (Major) – Direct connection to feed off of all other Primus units through Cyberiad, nine standard Cybermen under direct command

Obsession (Minor) – Destroy cultural symbols

Slow Technically Adept

Voice of Authority

Weakness (Major) – Overwhelmed if it fails a Difficulty 15 Presence + Resolve roll when reminded of former identity

TECH LEVEL: 7

STORY POINTS: 6

once more: under its own entry. Perhaps it's for the best that 9.9-VIV is kept in a state of ignorance, who knows how the already volatile Primus programming would react to the stimulus of finding out it's being "haunted" by its former self?

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PRINCESS ISABELDA (*The Death of Peladon*)

Princess Isabela is the daughter of Queen Minaris (see A127) in an age many decades after the Doctor last visited Peladon and generations since the reign of King Peladon (see *The Third Doctor Expanded Universe Sourcebook*). Since then, Peladon's position within the Galactic Federation has waxed and waned. Initially important due to its large reserves of trisilicate, which were key to the war effort against Galaxy 5 (see *The Monster of Peladon*), Peladon has fallen in influence since the mines began to run dry.

By Princess Isabela's time, there is only a single mine extracting trisilicate, and that has become ever more difficult and dangerous. Peladon has seen little of the benefits promised to it by the Federation all those years ago. Instead of a prosperous, technologically advanced society, it has remained one steeped in ancient traditions and superstitions. Isabela is only too aware of this and loudly proclaims her distrust of the Federation at every opportunity. She is not one to hold back and is downright rude to timid Alpha Centauri, the long-serving Federation ambassador to Peladon (*The Third Doctor Expanded Universe Sourcebook*).

While Princess Isabela is a strong and often angry personality, her mother has become withdrawn and apathetic, seemingly unable to make decisions or take action when required. Isabela takes advantage of this to increase her influence over her mother, sowing distrust in the Federation and even pursuing an isolationist position for the Royal Family against the people of Peladon. Isabela sees the common Peladonians as a filthy rabble and opposes any suggestion that the Queen should send aid to them, either to relieve the famine that has gripped the land or in response to a mining disaster that killed and trapped hundreds of miners.

As a result, Isabela is a difficult person to like, but she has a commanding voice and the authority of a royal princess to back it up. If Isabela has her way – and she may yet if her mother continues to slip into melancholy – Peladon would leave the Federation. When Minaris is persuaded by Mel and Alpha Centauri to visit the site of the mining disaster, Isabela accompanies her but undermines any attempt at rapprochement between the Queen and the villagers' leader (see A108), instead using harsh words to drive a further wedge between them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Princess Isabela is far more of a danger to Peladon than anyone realises. She has secretly allied herself with the Arcturans and allowed them to transport the remaining trisilicate reserves to their planet. In return, she plans to flee from Peladon once her work is done, taking her mother with her if possible, but leaving her behind if not. With Peladon lacking any mineral wealth, its use to the Federation will be over, and Isabela will abandon her world and its people to their fate.

PRINCESS ISABELDA

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 1, Convince 4, Knowledge 3, Subterfuge 1, Technology 2, Transport 1

TRAITS

Argumentative
Arrogant
Attractive
Authority (Major)
Dark Secret (Major) – Has sold Peladon out
Noble
Silver Spoon
Stubborn
Voice of Authority

TECH LEVEL: 2

STORY POINTS: 6

In order to stir up trouble as a cover for her activities, Isabela has supplied the villagers with Arcturan energy weapons, secretly encouraging their leader to storm the Citadel and depose Queen Minaris.



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PROFESSOR PATRICIA MCBRIDE *(1st in The Mindless Ones)*

In the early 21st Century, Professor Patricia McBride is the most celebrated professor at Sheffield Hallam University. Her subject is anthropology, and hers is the course that brings in both students and money. People come to Sheffield to be taught by her, and she knows it!

Patricia McBride doesn't suffer fools gladly, and she considers most undergraduates to be idiots. In fact, she refuses to lecture them. There have been complaints from some of the students about her conduct and treatment of them. In particular that she's sarcastic and short tempered. But as she brusquely informed the Dean, Ron Kaplan (see A102) (who just happens to be her long-suffering ex-husband), she's not here to be nice or kind to them. Whatever did that achieve? Should she make sure the students don't have to try so hard but still don't fail? Despite Ron's entreaties to modify her attitude, Patricia believes she's pretty much perfect as she is!

Surprisingly given later events, Patricia got on OK with Hebe Harrison (see A85) when she bumped into her in the university's coffee lounge, perhaps because they're both spiky. In fact, she got involved with Hebe's and the Doctor's investigation of the Mindless Facility (see L132) and took it pretty much in her stride when it was revealed to be staffed by aliens. Well, she reckoned aliens had to happen sooner or later. Patricia helped the Doctor defeat the Facility's director, Mr Betterment, even though she seeks a more perfect world (and doesn't agree with the Doctor's statement about everyone having "wonderful flaws")

After this, Patricia began taking walks around the campus with the Doctor. While helping him investigate the EMIT Institute (see L103), she worked out that he, Mel and Hebe travel in time and space. She accepted the Doctor's offer of a lift back to Sheffield in the TARDIS on the condition that they also travel through time, and chose to see the future, the shape of things to come.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor took her to 26th Century Sheffield, but Patricia was overcome when she saw people who weren't even fully human anymore. She had thought that things would get better (as she viewed it) and that things like disabilities and homosexuality and inclusivity and diversity would be a thing of the past.

Professor McBride hadn't spoken about her views on this before. She believed – and still believes – that she is a very tolerant person. But all she has done is "tolerate" things that can't be changed. The Doctor was the first to realise her true feelings and angrily sent her away, dismayed that he had so clearly misjudged a person who had almost become a travelling companion. Hebe also confronted McBride and came away distraught when she realised just how her supposed friend really viewed her.

PROFESSOR PATRICIA MCBRIDE

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	2

SKILLS

Convince 5, Knowledge 5 (AoE: Anthropology), Marksman 3, Medicine 1, Science 2, Subterfuge 1, Technology 3, Transport 2

TRAITS

Argumentative
Arrogant
Indomitable
Insatiable Curiosity
Prejudice (Minor)

TECH LEVEL: 5

STORY POINTS: 8

When the Drornid criminal Khavûl (see V161) tracked Professor McBride down because of the residual Artron energy he detected on her, she agreed to help him to save her own life, and because she wanted him to prevent the future she had seen. But after Khavûl's pursuer, the chronomancer Tannus Vallon (see V151), was killed, McBride secretly appropriated his chrono-armour. Its computer detected that she had a minimum 92% compatibility and implanted itself with connections in her skull and spine. The computer assumed McBride's voice, and McBride took a new name, becoming Purity, using the chrono-armour to travel through time and alter the future.

Using the chrono-armour's ability to scan the possibilities and alternative timelines, McBride first created an alternative history

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

in which Elizabeth Rodden (see *A103*) became a Member of Parliament and backed funding for research into better antenatal treatment. When this plan failed, she went further back in time and set up a factory near Sheffield in 1864 (see *L139*), which she viewed as the first in a series to accelerate industrial change. This too was thwarted, and Professor McBride was seemingly ripped apart in the Vortex.

But she survived and created the Purity timeline (see *L142*) using a fortune she inherited after the Doctor accidentally let slip a horse-racing tip to her great-great-grandparents in 1864. By now, Professor Patricia McBride is no longer in control; she can no longer resist the AI of her chrono-suit and there is only Purity. With Purity dominant, McBride hasn't the strength to admit she was wrong and has just doubled down on her prejudices.

Purity rules the United Kingdom from her stronghold in Sheffield for five hundred years. By the 26th Century (see *L143*), the city has become a sterile city enclosed in a sealed bubble, its citizens kept disinfected and uncontaminated by the robotic Purifiers. Purity has become a computer the size of a tower block, within which the weakened form of Professor Patricia McBride uses the last vestiges of her willpower to maintain the timeline.

PURITY UNVISITED

Although the Doctor only visited two points in the Purity Timeline, the 21st and 26th Centuries, a GM could run a mini campaign in which the players land in some of the intervening times and witness Purity's Earth becoming more and more twisted:

One aspect which wasn't explored in the Purity story-arc is what happens elsewhere in the world. In the 21st Century, Professor McBride's reach extends throughout the United Kingdom. When we see her again in the 26th Century, Purity has confined herself to the city of Sheffield. What happens in the meantime for her to consolidate her power to such an extent? Does any trace of civilisation still exist beyond the dome that seals the city off from the impure environment outside? How did the other nations respond to the increased technological advancement of Purity's Britain? Did she destroy them as she viewed them as a threat to her plans?

A mini campaign could fill in the gaps in the story of how Professor McBride lost more and more of her humanity, losing her soul to the AI in her stolen chrono-armour.

PURITY



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	5	STRENGTH	3

SKILLS

Convince 5, Knowledge 5 (AoE: Anthropology), Marksman 3, Medicine 1, Science 2, Subterfuge 1, Technology 3, Transport 2

TRAITS

Argumentative
Arrogant
Cyborg
Gadget – Chrono-Armour (see below)
Indomitable
Insatiable Curiosity
Prejudice (Major)
Vortex
Wealthy (Major)

EQUIPMENT

Chrono-Armour [Traits: Alien Senses (Various visual enhancements), Armour (5 points), Environmental (Minor: The Vortex), Face in the Crowd, Fast Healing (Major), Scan, Transmit, Vortex, Zap (Minor: L(4/L/L) damage). Story Points: 16.]

TECH LEVEL: 5

STORY POINTS: 6

PROFITEERS OF EPHTE *(Profits of Doom!)*

There are countless ancient species dedicated to ravaging and pillaging galaxies, but there are none that approach the insidious style of evil the slug-like Profiteers of Ephte embody. Their language is so odd that any form of translator finds difficulty grasping onto a point of reference, with one sole exception: their oft-repeated battle cry that summarises these pirates' entire law, code and drive— "PROFIT OR DIE!"

By the spreadsheets of the ancients! Yes, spiralling out from their tax haven of Ephte Major (located on the Spur of Friedman's Curve), the Profiteers are devoted to barbaric actions and meticulously audited accounts, laying waste to civilisations and enslaving others for immense dividends! They have no gods; the Gross Profit Margin is the only form of faith needed! They make sure that no action is engaged without sizable return: every world conquered is done so as a credit-making fiscal manoeuvre. In an amazing coincidence, their symbol (emblazoned on their flag, and the helmets of their captains) is identical to that of the American dollar, turned on its side. By Keynes's ankle!

As the Profiteers have a unique drive amongst their peers, they possess incredibly efficient motive force time allocation. With the Profiteers' eyes kept close on recent market trends, your TARDIS crew might find themselves ending up as unaudited units with 98% marketing certainty to bidders, as appropriate to their skillsets! Not to mention the aggregate gain in a time machine from the planet Gallifrey! By Friedman's abacus!

The Profiteers carefully plan every single shot of their blasters, doing their best to off-set the cost of weapons discharge into contractual miscellaneous outgoings! This does mean they're likely to get anxious when faced with fiscal time loss, or anything that jeopardises the fiscal core of their mission! If they find that a proposition's danger rises beyond their risk profiles, they'll gladly flee and leave their current contractual controller in the dust!

Adventure Seed: The Lesser of Two Slimeballs

When one of your TARDIS crew wakes up in a nigh-impregnable prison belonging to the Viyrans (see V131), it's up to the rest of the team to break them out. They find assistance in an unexpected place: a skeleton crew of Profiteers of Ephte, who have lost enough of their own to the prison for it to be a massive threat to the year's projected revenue! Forced into an unfortunate alliance, can they trust the disgusting (in more ways than one) space-slavers to keep their noses clean? Why exactly have the Viyrans captured such a seemingly random smattering of space pirates and explorers? Can our heroes get through it all without losing their minds from the slugs' endless prattling?

PROFITEER OF EPHTE



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Fighting 2, Knowledge 5 (AoE: Economics), Marksman 4, Medicine 2, Science 2, Subterfuge 1, Survival 2, Technology 3, Transport 3

TRAITS

Alien
Alien Appearance
Alien Organs (Minor)
By the Book
Climbing (Major) – Can effortlessly walk vertically on surfaces
Environmental (Major)
Fear Factor 1
Mental Calculator
Obsession (Major) – Profit!
Sesquipedalian – Language peppered with economic jargon
Slime Trail
Slow (Minor)
Uncreative (Minor)
Technically Adept

EQUIPMENT

Profiteer Armour (5 points)
Blaster Rifle: 6(3/6/L) damage
Profiteer Captains wear distinguishing helmets (5 points)

TECH LEVEL: 6

STORY POINTS: 2-4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUALAR *(Day of the Dragon)*

Three centuries ago and alongside fellow Time Lords, the Doctor first faced Qualar, the Grand Master of Fire. This time frame implies it was likely his third or fourth incarnation, although the later period of the Doctor's second life certainly fits the bill. Qualar's title was well earned, as not only could he shapeshift into the form of fire itself, but also that of a gigantic dragon!

Qualar displayed such seemingly impossible mastery over the element of fire that he could burn someone or something to a crisp without damaging anything around it. This extended even to being able to immolate someone while leaving their clothes undamaged. You'd almost think it was a case of spontaneous human combustion. Well, assuming he didn't accidentally leave a serrated dragon scale at the crime scene, as he often did. It's also quite easy to tell when he's nearby, as there's a sharp rise in local temperature.

Qualar's true form is grotesque and unnerving: a seven-foot-tall mass of humanoid, pulsating grey matter with something of an aura of sheer darkness around him. Befitting this, he's vindictive, cruel and enjoys harming others for no reason. At the time of their first encounter, the Doctor considered Qualar one of the most dangerous adversaries he had faced. Not even he and the Time Lords could destroy Qualar, so they struck a bargain in exchange for peace; he'd be given the planet Zaron to rule over and wreak havoc upon to his heart's content, so long as he didn't bother any other worlds. Of course, the Doctor chose Zaron because it was a completely barren world with no other lifeforms for Qualar to harm!

When the Doctor would later face Qualar once again (with no clear explanation as to how he had escaped), the Master of Fire had developed his powers even further. Now he could shift his body into multiple separate forms, bestowing an animalistic level of intelligence to his copies. Naturally, he used this ability to create a small platoon of giant dragons. Qualar also developed the skill of quickly teleporting himself and his copies across small distances, meaning he could be remarkably stealthy in areas where a group of giant dragons would typically raise an eyebrow.

Qualar's origins are mysterious, but he seems to be from such an underdeveloped world that even England's Edwardian era holds technological advancements valuable to him. It's possible the Time Lords decided to deal with him before his planet could develop space travel, foreseeing him becoming a great trouble in a potential timeline. Despite his powers, Qualar holds a simple weakness: while immune to heat, he's not immune to explosions. Simply tricking him into an area with an exceptionally high amount of flammable gas could destroy him... although he may simply reform in a few centuries.

QUALAR

AWARENESS	3	PRESENCE	5
COORDINATION	4*	RESOLVE	6
INGENUITY	3	STRENGTH	3*

*When in dragon form, Coordination becomes 3 and Strength becomes 7

SKILLS

Fighting 1, Knowledge 1, Subterfuge 1, Survival 2

TRAITS

Alien
 Alien Organs (Minor)
 Environmental (Minor) – Impervious to all heat
 Fear Factor 3
 Immortal (Special)
 Obsession (Major) – Compulsively kills and harms others even if it puts him at risk
 Psychic
 Repulsive
 Special – Grand Master of Fire: Can emit fire with total control over it, to an scientifically implausible degree
 Shapeshift (Special) – Only into the forms of fire and dragons, can split self across multiple bodies**
 Technically Inept
 Telepathy
 Teleport
 Weakness (Major) – Explosions, takes centuries to reform if caught in one

When in Dragon form, Qualar gains:

Armour (5 points)
 Flight (Major)
 Gulp!
 Size: Huge (Major)
 Trample

*Qualar's bodies that don't contain his "main" consciousness take a -2 penalty to Awareness, Coordination, Ingenuity and Resolve.

TECH LEVEL: 2

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE QUINS *(1st in The Exaltation)*

Although the planet Arunopal (see L94) is technologically advanced, it is still a feudal monarchy, with each monarch succeeded by their eldest child after forty years of rule. But when King Otho VI came to his fortieth year, there was a problem. He had five sons, all quintuplets, and their mother and her midwife both disappeared on the day that they were born. There is therefore no witness to identify which of the quins is the eldest and heir to the throne. To resolve matters, Otho set his sons a challenge: the crown will go to whichever of them first brings him the head of the Doctor, the gaudy popinjay suspected of spiriting Queen Lynette and the midwife away! Each quin has been given a signal stone capable of detecting the Doctor through time and space, and their spacecraft are capable of time travel.

King Otho is pretty despondent whatever the outcome of his challenge may be, as he knows that every one of his sons is hopeless and would make a poor ruler of Arunopal. First there is Prince Alonza, arrogant and short-tempered and more than a little in love with himself. Then there is Byron, not the sharpest tool in the box. He rarely knows what to do in a situation and has difficulty making the most basic decisions. Clarent has anger issues. He's perpetually furious at something or other and does an awful lot of shouting. Dellan is a complete wet blanket, whiny and

PRINCE ERVIS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 2, Convince 3, Fighting 4, Marksman 4, Technology 2, Transport 2

TRAITS

As Prince Alonza, but replace Arrogant with Eccentric (Major: Psychopathic), Loud, Menacing, Repulsive and Tough

EQUIPMENT

Signal Stone (as Alonza's)
Power Armour [Traits: Armour (5 points). Story Points: 1.]
Mechanical Claws [Traits: Attributes (+1 Strength), Natural Weapon (Minor: Claws – Strength +2 damage). Story Points: 2.]

TECH LEVEL: 8

STORY POINTS: 4

PRINCE ALONZA



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 2, Marksman 3, Technology 1, Transport 2

TRAITS

Argumentative
Arrogant
Authority (Minor) – Prince of Arunopal
Doppelganger (Major) – Identical to his brothers
Emotional Complication (Major) – Rivalry with his brothers
Noble
Selfish
Silver Spoon
Unlucky
Vortex

EQUIPMENT

Signal Stone [Traits: Scan (Tuned to detect the Doctor). Story Points: 1.]

TECH LEVEL: 8

STORY POINTS: 4

sulky. He calls for his father whenever he's in any sort of trouble. Finally, perhaps the most capable of the princes, and certainly the largest and most dangerous, is Ervis. No one really talks about him, and he even sends shivers down the other quins' spines. Ervis doesn't care about anyone other than himself; in fact, he hates everyone. He's prone to violent outbursts and often kills just for the fun of it. Anyone who gets in his way had better watch out! Ervis has an impressive collection of *melée* weapons, but his prized possession is a suit of power armour and mechanical claws.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PRINCE BYRON

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 2, Convince 1, Fighting 1, Marksman 2, Transport 1

TRAITS

As Prince Alonza, but replace Argumentative and Arrogant with Technically Inept

EQUIPMENT

Signal Stone (as Alonza's)

TECH LEVEL: 8

STORY POINTS: 4

PRINCE CLARENT

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 2, Marksman 3, Technology 2, Transport 2

TRAITS

As Prince Alonza, but replace Arrogant with Impulsive and Loud

EQUIPMENT

Signal Stone (as Alonza's)

TECH LEVEL: 8

STORY POINTS: 4

King Otho has the Doctor's blood signature, isolated from traces left on the fateful night Queen Lynette disappeared. Using this, his augurs have located the Doctor in four separate locations and assigned each of his quins to one of them: Alonza seems to have it the easiest, as his trace is on Arunopal itself; Ervis heads for the planet Zycros (see *L173*); Byron is sent to Lindisfarne on Earth in 793 AD (see *L120*); while Clarent and Dellan must share the final destination, the planet Geminus (see *L112*).

The quins are identical, with only their personalities to tell them apart. Perhaps if they had had a mother while growing up, they would have turned out better. But they're generally mean, cruel, selfish and spoilt, and almost totally incompetent with the possible exception of Ervis.



PRINCE DELLAN

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Convince 1, Fighting 1, Marksman 3, Technology 1, Transport 2

TRAITS

As Prince Alonza, but replace Argumentative and Arrogant with Cowardly

EQUIPMENT

Signal Stone (as Alonza's)

TECH LEVEL: 8

STORY POINTS: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SHIKARI (*Race Against Time*)

Judging by their athletic bodies, you might think that the Shikari resemble humans. This resemblance stops at the head, where their faces protrude into gigantic snouts under a large cycloptic eye. This eye has an infra-red sense of sight, allowing them to see heat. This, combined with their ability to perform acrobatic feats, makes them quite formidable. Their biology is sensitive to energy, which acts as a double-edged sword: while it helps the present generation in their hunting, the most important event in Pyro Shikan (see L144) history is the Century of Great Turmoil, when raging electric storms created havoc to the tribal species' senses to the point where living at all was a tortuous experience.

Dangling from bands around each Shikari's waists are pieces of cloth emblazoned with complex symbols that communicate their status within their tribe, a culture likely developing due to the Shikari's biology being focused on sight. Their cries (often made while hunting) resemble honking, while their voices are deep and gravelly, but not unpleasant.

Hunters tend to carry a glowing incandescent net across their shoulders. These nets are electrostatic and cleanly deactivate the nervous system of any prey caught underneath within moments, through sparks of hissing and crackling electricity. Their glowing nature helps Shikari recognise one another across distances. Their shields also have an important dual purpose: their mirrored fronts are used to signal a type of code that somehow perfectly resembles English Morse (perhaps learned from the Doctor, an old friend... if it isn't just an absurd coincidence), which most Shikari are fluent in.

Their sparking nets, red-veined eyes and long wrinkled snouts might make Shikari seem intimidating, but they're as decent and reasonable a people as any. Despite their tribal and secretive nature, the Shikari are eager to share their knowledge of tracking and hunting with any trustworthy outsiders. Some tribes are nomadic, while most live in simple villages made of blue clay. Likewise, some appear to be matriarchal while others are patriarchal. Shikari live with a simplistic level of technology but can create impressive feats of architecture, having carefully crafted wilderness conservation areas dedicated to keeping their planet's chaotic ecosystem under control.

Of course, all is not well on Pyro Shika. The Rani has gained control of the Shikari under threat of using a "Time Destabiliser" (see G26) to send the planet's conditions back to the Century of Turmoil. One of the few who remain free is the calm Orandar, son of Chief Umidorus, who seeks help to travel to the Temple of the Great Fountain and destroy the Rani's machine hidden there.

Adventure Seed: Blessed Turmoil

It's possible that the century-long, planet-wide thunderstorm that ravaged Pyro Shika was caused by another invention of the Rani's, inducing a race memory into the Shikari to make them easier controlled. A tribe that already controls a bountiful area of resources has found this device and understands it well enough

SHIKARI



AWARENESS	5	PRESENCE	3
COORDINATION	5	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 5, Convince 1, Craft 2 (AoE: Poetry), Fighting 4, Knowledge 1, Marksman 3 (AoE: Thrown Nets), Medicine 2, Science 1, Subterfuge 3, Survival 5

TRAITS

Alien
Alien Appearance

Alien Senses – Energy-sensitive, gifting them infra-red sight

By the Book – Their cultural traditions

Climbing (Minor)
Enslaved – The Rani

Fear Factor 1

Keen Senses (Minor) – Sight

Obligation (Major) – Their tribe

Phobia – Storms
Psychic

Run for your Life! Tough

Weakness (Special) – Shikari are so sensitive to energy that, if around chaotic discharges (such as lighting storms), they take a -4 penalty to all rolls and take Stun damage

EQUIPMENT

Shikari Energy Net: S(S/S/1) damage

Mirror Shield (5 points)

TECH LEVEL: 2

STORY POINTS: 1-3

to target its storms. Claiming to be "blessed ones" immune to the planet's anger, they demand that all other tribes submit their resources and renounce their own traditions, or else. Of course, the Rani isn't one to build something without a complication...

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SIR PERCY BLAKENEY (*Plight of the Pimpernel*)

Sir Percy Blakeney is the eponymous hero of Baroness Orczy's 1905 novel *The Scarlet Pimpernel*. He's a fictional character, isn't he? Why then is the Doctor posing as the Pimpernel in 1793, saving the lives of condemned aristocrats in Revolutionary France while Sir Percy is confined to his bed at Highmoor House, suffering from grave injuries incurred on one of his escapades and tended by his "wife" Peri, calling herself Lady Blakeney?

Sir Percy's background is common knowledge. He was born out of wedlock during his father's military service. Upon his father's death, he left no heir and Percy was able to return to the manor and prove his right to the baronetcy. What are less well known, at least in 1793, are his exploits as the Pimpernel. The Doctor and Peri are very well aware that both of his alter egos are fictional – unless of course Baroness Orczy based her novel on a real historical figure, one that the Doctor has no knowledge of.

The reasons for the Doctor's presence here are twofold. Firstly, to investigate Sir Percy: if he's a fake, then he could be saving the lives of people who should have died, endangering the timelines. Secondly, the Doctor approves of the Scarlet Pimpernel's activities and wants to take on the role of one of his fictional heroes in order to save lives while Sir Percy is unable to.

Sir Percy's injuries are also a cause for concern. They don't seem to be healing naturally and are infused with a glow, as though they have been poisoned with an unknown type of energy. Although the Doctor has equipment in his TARDIS which can extract the poison (and incidentally identify the energy as being extra-terrestrial), it will take time. So while he's busy, Peri takes on the mantle of the Pimpernel. But she barely escapes France with her life when she's attacked by an android assassin (see V207) intent on executing the Scarlet Pimpernel!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Confronted with Peri's description of her android assailant and the Doctor's analysis of his injuries, Sir Percy confesses that he is an alien fugitive and that the android, designated a Z22, is one of an army which has killed the rest of his people. He fled to Earth from two thousand years in the future and has taken on the identity of one of his childhood heroes. If the Z22 tracks the Pimpernel back to Highmoor House in England, Sir Percy can reveal that he has a means of escape in his wine cellar, in the form of transmat that can teleport him back to his home world, now dead and in ruins but equipped with more powerful transmat devices.

But even this story is not true. Sir Percy's real name is Argana, tyrant of the Shay Collective. When his people rose up against him, he retreated to a bunker and activated weapons of mass destruction to wipe out the planet. Riddled with guilt, Argana has become the Scarlet Pimpernel in order to save lives in a futile attempt at atoning for his unforgiveable crimes.

SIR PERCY BLAKENEY

AWARENESS	4	PRESENCE	4
COORDINATION	4 (1)*	RESOLVE	5
INGENUITY	3	STRENGTH	3 (1)*

*Attributes in parentheses are for Sir Percy's current, injured self.

SKILLS

Athletics 3, Convince 3, Fighting 3, Marksman 4, Subterfuge 4, Survival 1, Technology 3

TRAITS

Authority (Minor) – 18th-Century baronet
Brave
Dark Secret (Major) – The Scarlet Pimpernel
Dark Secret (Major) – Argana
Time Traveller (Minor) – Tech Level 4
Wanted (Major)

TECH LEVEL: 8

STORY POINTS: 8



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SISTERS OF SERENITY *(The Shadows of Serenity)*

The Sisters of Serenity provide you solace from your fears and demons. Maybe you were one of the first on your planet to notice their approach, as familiar constellations become unrecognisable from their mining ships' disguise as distant stars. Maybe you were there when they teleported down to your planet undetected and displayed such a show of power that your barbaric people had no choice but to listen to them out of fear. Maybe you were one of the first to visit your local Abbey of Serenity, the small stone structure decorated with aged tapestries, its single spire constructed somewhere symbolic like the site of a terrible and bloody battle. No guards, why would it need them?

Of course, it doesn't matter now. All that matters is that you're free from all your darkness and rage. You and the rest of your entire planet. It's so much calmer now. There are no wars, battles or even minor arguments, as everyone is completely polite. The only deaths are from natural causes, accidents and vicious maulings from wild animals. Even if you wanted to raise your hand in self-defence, you couldn't hurt a single living soul. This is the gift you have been given by the Sisters.

Fear is one of the few emotions left untouched by the Sisters. You admit that while you are endlessly thankful towards them, it's because that's what they told you to feel. You're terrified of them. Their tall slim figures wrapped in long elaborate robes; skin stretched thin over angular features. Pleasant silky voices projecting a facade of calm, all named something along the lines of "Sister Serenity" or "Mother Mercy". They claim to have never hurt anyone, but you can tell they're lying. You wonder if they have any relation to another religious order possessing similar modus operandi (see *The Twelfth Doctor Sourcebook*).

You and your countrymen know full well the experience of walking through their Abbey, feeling the bitter smell and stiflingly hot atmosphere grow heavier as you approach the metal doors of their main hall. The raised tank is the source of it all. Within is a creature they call the Harudex, a horrible, large black leech in red amniotic slime. A mass of tentacles and a gaping mouth of serrated teeth, from which emanates the indiscernible babble of a thousand angry voices. Your own voice is somewhere in there, siphoned into the creature.

Clear tubes were attached to your skin. Beams of light shot from their machine, activated by the Sisters' golden coronets. Light so heavy it felt like it was pushing all your rage and darkness to the forefront, giving them and their pet a good meal. You may have been able to suspend the effect by remembering happier times, but very few can fight it off completely. Maybe about ten per planet, you guess. You're certain that when the machine is destroyed, the Harudex will launch all that anger back to each of its victims. But you can't test that theory. Why would you want to? You now know complete peace, and it is terrifying.

SISTER OF SERENITY

AWARENESS	5	PRESENCE	7
COORDINATION	3	RESOLVE	6
INGENUITY	6	STRENGTH	3

SKILLS

Convince 5, Fighting 1, Craft 4, Knowledge 3, Science 6, Subterfuge 5, Technology 7, Transport 3

TRAITS

Alien
Alien Appearance
Bio-Chemical Genius
Dependency (Minor) – Negative emotions
Hypnosis (Minor)
Psychic
Technically Adept
Telepathy
Voice of Authority

EQUIPMENT

Necklace Gem Teleporter [Traits: Teleport. Story Points: 2.]

TECH LEVEL: 6**STORY POINTS: 7****HARUDEX**

Attributes: Strength 3, Coordination 1, Awareness 2

Skills: Athletics 1, Fighting 2

Traits: Additional Limbs, Dependency (Major: Negative emotions), Fear Factor 1, Frenzy, Enslaved, Natural Weapon (Minor: Tentacles – 2(S/2/4) damage), Natural Weapon (Major: Acidic Spit – 6(3/6/L) damage), Snap!, Special – Darkness Repository (Stores unlimited anger extracted from others), Size: Tiny (Minor)

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SKELETOIDS *(1st in Kane's Story)*

Once merely warlike humanoids, the people of Vespín became intergalactic terrors almost overnight. Their battle suits started out as impressive pieces of kit, but they refined the technology after every conflict. Thus they became stronger and stronger, with more solid-state circuitry being added to the design until the suits could almost think for themselves. In under a year, they had swept through five star systems in bloody conquest. As the suits became more sophisticated, the humans inside became increasingly passive until they were the least important component. Those visible through their helmets appear to be in conditions varying from "vegetative" to "decaying", hence the Vespínites' newest nickname: Skeletoids. The fact that they had skull logos on the backs of their suits since day one is an ironic portent of their fate, if anything.

The Vespínites became a parody of themselves as their desire for violence was streamlined into the only emotion the suits were capable of. Cruel to the point of pointlessness, they're known for bombarding planets with explosives and blaster fire long after official surrender. The few poor souls they don't outright slaughter are added to their own ranks, grafted into the feared battle suits. This naturally resulted in conflict with the Cybermen Empire, who possess similar modus operandi. Shockingly, the Skeletoids destroyed the outposts and territories of not only the Cybermen but also the Dalek Empire with casual efficiency!

The suits communicate with one another through an odd binary language of numbers, something that even the TARDIS translation circuits have difficulty with translating. Bizarrely, their central base on Vespín has a control area in which gigantic brains in tanks give orders to the Skeletoid troops. Could these brains be a separate race who have been pulling the strings the whole time? Could they be synthetically created computers that resemble brains? It seems like the Skeletoids have a few more secrets than their simplistic exteriors would indicate...

Fearing that they'll be next, the Human and Draconian Empires have set up an alliance and are currently organising a war council against the Skeletoids. The Vespín warriors represent such a massive threat to the universe that they've even invited the Cyber-Controller and Davros to the meeting! Given that they can force such an unexpected alliance, the Skeletoids could be an interesting fit for a campaign rife with far-future political intrigue.

Adventure Seed: Decayed Legends

Separated from their TARDIS as it crashes through an undocumented form of time anomaly, your players are marooned until they're rescued by *The Argo*: famed ship of the ancient Greek hero Jason and his Argonauts! Could this be an alternate universe where myth is reality, or are the legends closer to fact than expected? The pleasure of meeting fellow adventurers doesn't last long, as rumours of walking, murderous skeletons reveal themselves as a small legion of futuristic space marines seeking the Golden Fleece for themselves. They seem to have slipped from another time anomaly: are they from another alternate universe, or the same timeline as your players? They might hope

SKELETOID

AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	6
INGENUITY	2	STRENGTH	7

SKILLS

Athletics 3, Craft 1, Fighting 5, Marksman 6 (AoE: Energy Weapons), Medicine 2, Science 1, Subterfuge 3, Survival 4, Technology 5, Transport 3 (AoE: Starships)

TRAITS

Adversary (Major) – Cybermen, Daleks, Humans, Draconians... and virtually everyone else
 Armour (10 points)
 Crack Shot (Major)
 Environmental (Major)
 Fear Factor 1 – Becomes Fear Factor 3 if human inside suit is physically decaying
 Jack of All Trades – Upgraded so much they can adapt to anything with ease
 Networked (Major) – Skeletoids transmit information to one another in milliseconds due to their streamlined mechanical language
 Obsession (Major) – Kill, Kill, Kill!
 Robot – While technically cyborgs, the human component is negligible
 Technically Adept
 Uncommunicative (Minor) – Skeletoid communication has moved far beyond common language

EQUIPMENT

Blaster Gun: L(4/L/L) damage

TECH LEVEL: 6

STORY POINTS: 1-3

for the former on finding that some of the decaying "Skeletoids" bear a striking resemblance to themselves...

THE SOLLOCH *(Reverse Engineering)*

The Solloch were one of the most cruel and callous species the Universe has ever known. In appearance, they're sort of like evil alien armadillos, being armour-plated with scales as well as skin. They developed a rudimentary form of time travel and enslaved half the Sixth Galaxy before wiping themselves out of existence by causing a grandfather paradox. The Universe hasn't mourned them, a violent and sadistic race that deserved to have died out and be forgotten.

Because of their fate, the Doctor never expected to encounter a Solloch. But one last survivor somehow managed to escape the temporal cataclysm only to crash on Earth, its wrecked ship ending up hidden away in a cavern in Sweden. There it lay for an untold time, its pilot dead but still in situ in what remained of the cockpit.

But Solloch ships, like much of their technology, are fitted with time equipment capable of generating a temporal repair field. It's a scientific parlour trick that's still used on some of the worlds of the Sixth Galaxy, a legacy of the Solloch. Whenever a component is damaged or wears out, the device would just reverse time to a point when it was in full working order. Ships and equipment would pull themselves back together again piece by piece. Quite literally, with detached debris moving through the air and back into position. This even works on living creatures, with injuries being negated and even death being reversed.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Solloch ship that crashed in Sweden is capable of time reversal, but it needs enough residual temporal energy to be able to kick the process off. Even then, it would only be able to have a single attempt at regenerating itself and its Solloch pilot.

The location of the Solloch ship was discovered by Killian Holm, a wealthy geneticist, who realised the potential of the time reversal technology. Holm had the EMIT Institute (see *L103*) constructed above the caverns and built his own reversion machine, which syphons off the ship's residual temporal energy to rejuvenate the cells of wealthy clients, making them ten years younger. The revenue the Institute earns from this is put into Holm's real research: isolating the DNA of Neanderthals in order to remove it from modern humans and create genetically pure Homo sapiens.

But the temporal distortion being generated is enough to kick-start the Solloch ship's own regeneration, and once it has begun, the process accelerates exponentially. Down in the caverns, the ship is literally pulling itself together, recreating both itself and its pilot, the last of the Solloch. As the ship regenerates, it will become large enough to burst through the cavern roof and into the Institute above, destroying it. Meanwhile, dust is returned to bone, decaying flesh reappears and un-decomposes, skin and scales are added, until the Solloch pilot is reborn. Neither the extinction of its species nor its own death have made the Solloch any less aggressive, and it will kill anyone that crosses its path!

LAST OF THE SOLLOCH

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	6

SKILLS

Fighting 3, Marksman 2, Survival 4, Technology 2, Transport 3

TRAITS

Alien
Alien Appearance
Armour (5 points)
Fear Factor 1
Frenzy
Last of My Kind

TECH LEVEL: 8

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE SOMNIFAX *(The Lovecraft Invasion)***Binomial nomenclature:** *Somnifax vehementi***Common name:** The Somnifax**Street name:** Dreamweaver

The Somnifax was manufactured in the 51st Century. It's a bio-weapon created by a team of unethical military scientists in an orbital laboratory around Titan. Dreamweavers are genetically engineered mind parasites, and the Somnifax is one which has been weaponised. It's capable of space-time displacement and includes zygma energy in its make-up, a fact which enables its energy signature to be tracked as it travels through time and space.

The Somnifax has been designed to land on an enemy world, scan for a suitable host and manifest their deepest fears against the rest of the population. It will hide inside the posterior parietal cortex of its host, using what it finds there to create living nightmares in the physical world. The fears take material form and pour through breaches in reality that manifest in the nearby environment. The host's darkest impulses attack those around it, and whole armies can be wiped out by their deepest fears. The Somnifax itself is shapeless, having no true form as it can take on the appearance of the creatures it sees in its victim's minds.

Psychic inhibitors (see A95) are a useful defence against the Somnifax. When worn, these electronic skullcaps help prevent it from gaining access to the mind. Used on a host that the Somnifax has already taken possession of, an inhibitor prevents it from manifesting the host's nightmares in the physical world (requiring an additional contest of Presence + Convince and granting the host a +4 bonus to their roll) – so long as its battery lasts.

When the Somnifax escaped from the orbital lab that created it, it headed to Providence, Rhode Island in 1937, where it tried to use the mind of H.P. Lovecraft (see A106) to create monsters from his stories. The Doctor was able to modify a psychic inhibitor to allow him and Flip Jackson (see A7) to enter a dreamscape created from Lovecraft's mind, leaving their comatose bodies behind. Even though they were no longer in the physical world, the Somnifax posed a very real neurological danger to them, as any harm done to them within the dreamscape would manifest as brain damage or even death.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Within the dreamscape formed from locations from Lovecraft's fiction, the Somnifax changed its form to become characters and creatures from the Cthulhu Mythos: the witch Keziah Mason, Nyarlathotep and finally Great Cthulhu itself. But it was bound by the rules of its fictional realm, becoming susceptible to the rituals to bind or banish the otherworldly creatures it became. In a different dreamscape, different rules would apply, but the Somnifax would still have to comply with them.

THE SOMNIFAX



AWARENESS	5	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS

Convince 5, Knowledge 3, Subterfuge 2

TRAITS

Alien

Alien Appearance

Environmental (Major) – Can survive in a wide variety of environments, including deep space and the Vortex

Matter Realisation – The Somnifax can create solid objects from the mind of whoever it uses as its focus, requiring Resolve + Convince rolls and costing Story Points (see *The Fifth Doctor Expanded Universe Sourcebook* for full details)

Possess – The Somnifax needs to inhabit a host mind, but it doesn't then control it, instead using it to create living nightmares

Psychic

Scan

Shapeshift (Special) – It can take on the forms of creatures within the nightmares it creates

Vortex

Weakness (Minor) – Must obey the rules (if any) of the nightmare creations it becomes

TECH LEVEL: 0

STORY POINTS: 12

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TIME ENGINEER TASQ *(Time Wake)*

As a species begins developing its own forms of time travel, it naturally creates many failed drafts with unintended side-effects before achieving success. One such time machine takes the form of a mess of tubes and wires interconnected into a bare metal frame, resembling a chair. It's only capable of short hops, at the risk of killing its user if it attempts otherwise.

Its creator is Tasq, a deep voiced, blue-scaled humanoid "Time Engineer" from Bestonas. This planet's people are considered to be a bunch of self-important know-it-alls, a rather cruel stereotype that Tasq embodies to a T, unfortunately enough.

As could be expected, Tasq's machine left him marooned on some primitive backwater planet called Earth. Still, he has an extremely rational and logical plan: he'll simply get information on all prime ministers of Great Britain up to 1986, go back in time to 1720, create android duplicates of them all (from Walpole to Thatcher!) and manipulate the country into developing technology advanced enough for him to perfect his machine! If only he weren't so aggressively proud, then he could simply accept any other time traveller's offer to take him home.

The android prime ministers themselves are kept hidden in an underground base in rows of glowing glass tubes filled with swirling orange mist. They're kept in suspended animation, being activated via controls on a wall panel. The androids are quite sluggish when waking up, lurching drunkenly and shaking their artificial skin and wigs out of place, becoming nightmarish deconstructions instead of perfect replicas. They're perfectly smooth and featureless steel, the disguise consisting of fake skin stretched over their frames. Whichever robot wakes up first seems to act as the pack's leader. As Tasq had to use the technology available in 1980s England, his robots have a few weaknesses: their radio waves are easily jammed, and they completely shut off when wet.

Naturally, Tasq's plan would be fun to alter if you and your players happen to be from a different country: simply change his android duplicates to resemble your own country's various leaders.

TIME WAKES – MAJOR BAD GADGET TRAIT

Prerequisite: Vortex

One rare permutation of primitive, unstable time vessels is the possibility of leaving behind a "Time Wake" whenever they travel. It's exactly what it sounds like: a wake left in the Vortex like that of a traditional, sea-faring ship. These manifest as patches of bright light left at the points of dematerialisation and materialisation. Interestingly, these can be simply walked through by anyone nearby, like a magical portal. They dissipate after a few hours, so be careful not to get marooned on one side!

TASQ

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 1, Craft 3, Fighting 1, Knowledge 2, Marksman 2, Science 2, Subterfuge 1, Survival 1, Technology 4, Transport 1

TRAITS

Alien
Eccentric (Major) – Proud
Reverse the Polarity of the Neutron Flow
Stubborn
Time Traveller (Minor) – Tech Level 4 and 5
Tough

Alien Appearance
Single-Minded (Major)
Vortex (Minor)

EQUIPMENT

Laser Pistol: 5(2/5/7) damage
Time Machine [Traits: Bulky (Minor), Restriction – Short hops only, Time Wakes, Unreliable, Vortex. Story Points: 2.]

TECH LEVEL: 7

STORY POINTS: 8

ANDROID DOUBLE

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 3, Resolve 2, Strength 3

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

Traits: Doppelganger (if disguised), Menacing (becomes Fear Factor 1 if disguise is disrupted), Robot, Weakness (Major – Not waterproofed, signals can be jammed)

Tech Level: 7

Story Points: 1-2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TORAXIANS *(Colony of Fear)*

Toraxians are an alien species of insect similar to wasps or hornets but much larger, being around two feet long. They each have six legs, segmented joints, a large stinger at the rear and smaller stingers and fluid sacs at the sides of the abdomen. They are armoured with an orange carapace and have a membrane around the mandibles which can shut off their air intake in hostile environments. Toraxians have large wings but, although capable of true flight, they are more used to low-gravity planets and need to beat their wings furiously to manoeuvre in Earth-like environments.

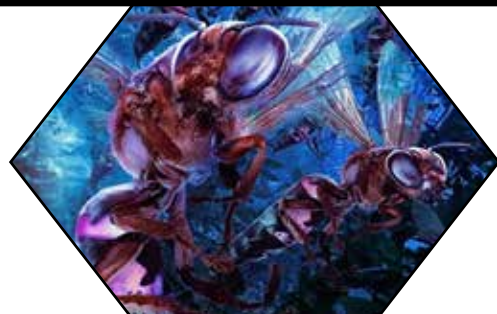
Unlike terrestrial wasps, Toraxians are sentient and possess a hive mind. Characters with the Psychic Trait are able to hear it, and even the Toraxian venom is able to communicate separately with the hive mind if it has been extracted. This and their intelligence make Toraxians very efficient predators. They can assess enemies and potential victims before attacking them, and vary their tactics and behaviour accordingly. They also set off chemical signals when they die, in order to warn or attract others.

Toraxians sting their victims, which usually renders them comatose for several days or even weeks. They wake a little dazed and confused, but apparently none the worse for their experience. The reality is somewhat different though, as they are now a puppet of the Toraxian hive mind and can be controlled to do their bidding. The sting has injected a pheromone which lies in the victim's system, waiting to be psychically triggered by the hive mind, at which point the victim will mutate into a full Toraxian, though one the size of a human (or whichever species the victim is). Tarlos (see A90), a collector of alien creatures, caught a group of Toraxians on Landor Seven after they had turned a whole herd of Landosian cattle. The cows just did what the hive wanted until the Toraxians were ready to trigger their transformation, resulting in alien wasps the size of cattle!

The Doctor theorised that it might be possible to develop a chemical to block the action of the pheromone and prevent it triggering the mutation. Tarlos also discovered that cryo-sleep breaks it down while retaining a victim's link to the hive mind.

STING OF THE TORAXIANS

A successful sting attack by a Toraxian ignores up to 2 points of Armour or similar damage reduction. If it penetrates this, it injects a venom which renders the victim comatose unless they succeed at a Difficulty 15 Resolve + Strength roll. The coma lasts for 1D6 days (1D6 weeks in the case of a Bad result, and 1D6 months for a Disastrous one), unless revived earlier by medical aid, after which they awake apparently unharmed. But the victim is now part of the Toraxian hive mind and under its control, gaining Enslaved and Networked (Major). The hive mind may at any time activate a pheromone within the venom to mutate the victim into a human- (or other-) sized Toraxian. The transformation takes two Rounds, during the second of which, the creature cannot take any action.

TORAXIAN

AWARENESS	5	PRESENCE	2
COORDINATION	5	RESOLVE	4
INGENUITY	2	STRENGTH	1

SKILLS

Athletics 4, Convince 2, Fighting 3, Survival 4

TRAITS

Alien

Alien Appearance

Alien Senses – Can communicate via pheromones

Environmental (Minor) – Can seal its air intake against hostile gases

Flight (Major)

Hypnosis (Major) – Can mentally control anyone stung by a Toraxian

Natural Weapon (Special) – Toraxian Sting: see sidebar

Networked (Major) – The Hive Mind

Size: Tiny (Minor) – Transformed humans or other larger lifeforms don't have this Trait (and therefore have greater Strength)

Tough

TECH LEVEL: N/A (but gain all those in the hive mind)

STORY POINTS: 2-4



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE TUNGSTEN WARRIORS *(Mind of the Hodioc)*

The Tungsten Warriors are the most hated mercenaries in the Galactic Core, and just trying to contact them warrants a life sentence. Their origins are unknown, but it's common knowledge that they consist of cybernetic brains encased in bodies of pure tungsten, giving them a very high melting point and density which make them impervious to most weapons, especially energy-based ones. They can even pass through forcefields and psychic barriers by applying sufficient effort. The Tungstens consist of a massive army spread throughout much of the settled Galaxy, split into smaller garrisons. While their primary fixation is profit, the average Tungsten would gladly throw away a tactical advantage if an enemy offered a good, satisfying fight.

Contrary to expectations, Tungsten Warriors aren't mindless brutes. They're reasonably well spoken, even if their voices still resonate with raw power and their stomps shake the ground. Their cybernetic brains utilise sophisticated visual sensors to assist their marksmanship, and they've developed impressive technology, such as self-reloading laser guns and ships with powerful parsec drives that can move from Galactic centre to a spiral arm in an hour... though most would point out this is because they often need to make quick getaways, having been chased off every civilised planet.

Despite this, their most valuable technology is a tiny microchip installed within each of their skulls. The tungsten microchip is a bespoke creation that links each warrior together by a central wireless processor, granting them a mechanical hivemind. All of their data collates in nanoseconds, allowing them incredible reaction times. However, this mechanical telepathy works entirely by the broadcast of high-frequency waveforms, meaning that any technology or force that could interact with those waveforms could disrupt or kill a large group of warriors at once.

The Tungstens have many enemies, but the Ten Troopers, the united forces of ten confederate planets, are wholly dedicated to wiping them out. The Troopers have spies everywhere to track down the warriors, and single-mindedly ignore other possible threats to focus on their mission. As they are a well-equipped force that can match the Tungstens in numbers, any world that becomes a battlefield between the two is likely to be completely devastated by the conflict very quickly.

A garrison of Tungstens are currently under the employ of the Hodioc (see V164), a powerful psychic who is using them as a stepping stone in his plans. He considers the Tungstens to be very simplistic and easy to exploit. As their microchip hivemind is susceptible to his powers, Tungstens could frequently find themselves becoming controlled by malevolent psychic forces.

Use the same stats as a Tungsten Warrior for Ten Troopers Soldiers, with the following adjustment to Traits:

- Add Adversary (Major) – Tungsten Warriors
- Delete Networked, both Obligations, Wanted and Weakness
- Replace Robot with Cyborg, and Special – Tungsten Body becomes Cybernetic Armour

TUNGSTEN WARRIOR



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 3, Convince 1, Craft 1, Fighting 5, Knowledge 3, Marksman 5, Science 3, Subterfuge 2, Survival 1, Technology 5, Transport 5

TRAITS

Alien
 Alien Appearance
 Environmental (Minor) – Doesn't breathe
 Fear Factor 1
 Keen Senses (Minor) – Sight
 Loud
 Networked (Major)
 Obligation (Minor) – Satisfy clients
 Obsession (Major) – Profit, Worthy Fights
 Quick Reflexes
 Robot
 Single-Minded (Major)
 Special – Tungsten Body: Pure Tungsten body provides 25 points of Armour, can only be scratched or melted from exceptionally strong forces, and can force through energy-based barriers with a successful Strength + Athletics roll
 Wanted (Major) – Ten Troopers, Galactic Authorities
 Weakness (Major) – Telepathy chip being damaged, removed or manipulated via high frequencies results in immobilisation, loss of Traits and lowering of stats, or death

EQUIPMENT

Laser Gun: 7(3/7/10)

TECH LEVEL: 6

STORY POINTS: 3-5

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE URNOLDS *(The Doctor and his Amazing Technicolour Nightmare Coat)*

Mr Urnold is an unassuming man. He wears a dark pin-striped suit and bowler hat, with a carnation in the lapel of the jacket, and carries a briefcase and rolled umbrella. He looks like someone cosplaying John Steed, only without the charm.

Mr Urnold is also a complicated man. Or men. He is in fact one of hundreds of clones living in a sector of the galaxy containing 12 star systems and 138 planets, among them Kolpasha (a world of gleaming, futuristic spires and haute couture), Golm (the centre of bureaucracy and administration) and Evenni (with its reputation for being highly corrupt). There are 68 Urnold clones in Golm's system alone.

The Mr Urnolds look the same as each other more or less, but they're not entirely identical. They are tall, but there are minor variations like hair colour, spectacles and dodgy-looking goatee beards. The Urnolds lack imagination, but they are excellent bureaucrats. This is largely due to a singular ability that they share: they are able to chat fairly frequently by a form of telepathy, like a social media for a single person. This has the unusual and possibly annoying effect that every so often a random Mr Urnold going about his life will suddenly have awareness of what another Mr Urnold has done in the past or present. It could be déjà-vu-like flashes of inspiration or full-on experiences that their brains compartmentalise and recall.

For example, a Mr Urnold might suddenly recall meeting a person that they've never actually encountered but firmly believe they have, leading to social embarrassment. But it's very useful in negotiations with the sort of shady individuals and organisations that the Urnolds find themselves dealing with. And it keeps them all abreast of new business opportunities. For example, one Urnold spotted the TARDIS being parked illegally on Kolpasha; another located the culprit; a third arranged for the TARDIS to be impounded; and a fourth demanded the parking fine to have it released.

The Urnolds are the owners of Urnold Administration, which manages the bureaucracy that enables the 12 local systems to function efficiently, including the imposition and collection of all fines for misdemeanours throughout the 12 systems. But perhaps the Urnolds' most profitable division is Transwarp Collection Inc,

MR URNOLD

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	3	STRENGTH	3

SKILLS

Convince 1, Knowledge 3, Subterfuge 2, Technology 2, Transport 2

TRAITS

By the Book
Dark Secret (Minor) – False rumours about transwarp technology
Face in the Crowd
Networked (Major) – The other Urnolds
Unimaginative (Minor)
Wealthy (Minor)

TECH LEVEL: 7

STORY POINTS: 4

URNOLD ADMINISTRATION ROBOT

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 3, Strength 8

Skills: Fighting 1, Marksman 0

Traits: Armour (5 points), Natural Weapon (Major: Laser – 5(2/5/7) damage; Armour-Piercing – ignores the first 5 points of Armour), Natural Weapon (Major: Finger Blaster – 7(3/7/10) damage), Robot, Size: Huge (Minor)

Tech Level: 7

Story Points: 1

which provides a freight service transwarping goods between the 138 planets. Unfortunately, transwarping organic matter doesn't work; it just arrives all squishy and gooey, so nobody even attempts to use it for personal travel.

At its headquarters on Golm, Urnold Administration employs twelve-foot tall robots for security and the heavy lifting of impounded items. They're armed with laser guns and finger blasters. But they're only prototypes, and the accuracy of their aim leaves a lot to be desired.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In fact, transwarp technology is perfectly safe for use on organic matter including living beings. But the Urnolds have a profitable agreement with the shuttle companies not to encroach on their business. The rumours are a deliberate con, a fact which the Urnolds are keen to keep secret.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VALIARKS *(The Mystery of the Rings)*

The English countryside is dotted with many rings of standing stones built by ancient humans, each with a different fanciful tale involving kings or witches sprouting up around it over time. This is certainly the case for the small village of King's Hill, which has been experiencing quite a lot of oddities related to its local stone circle. Groups of teenagers hanging around it at night, slack-jawed and silent instead of loud and rebellious. Bright lights and noises that disappear when anyone tries to observe them... Oh, and count the stones that make up the ring as much as you'd like, but you'll find the exact number keeps changing each time you do.

Naturally, this is the work of an extra-terrestrial force. The Valiarks, who can be witnessed in the stones at certain times of the night, surrounded by their thralls of hypnotised youths. In this case, there are about a dozen of them, their forms towering over any human. They seem to be made of a silvery, glowing liquid, constantly shifting their form in such a way that they instil simultaneous feelings of awe and disgust to those who stare at them for too long and risk being put under their spell.

Their stone circle was set up in the distant past in a previous attempt at colonisation, which resulted in the deaths of millions due to their odd physiology: they project an electromagnetic force from their own bodies. This is a double-edged sword, as it means they can't properly materialise through their stone circle without falling to pieces. Ergo, they must subjugate enough human minds (roughly a hundred, it seems) to properly calibrate their teleportation to a planet's specific wavelength. When they do, they'll be able to transition into their actual forms: giant, ugly, yellow gargoyles. The easiest way to break the forcefield is to try and trick the Valiarks themselves into transitioning before they're fully formed. Disrupting their circle's projection will mean it'll take centuries for them to re-calibrate!

Adventure Seed: The Endless Countryside

It's not long after humanity has begun to integrate into the intergalactic community, and it's enjoying a great deal of success due to its tourist industry. They had the fortunate timing of entering things just as most other species began to tire of one another's novelty. Now human culture is the hottest thing, with theme parks being built on space-stations and flown near planets who want to rent them out. Now there must be hundreds of "Rural England" themed areas throughout the universe! Of course, each comes complete with dozens of stone circles for decoration. Naturally, these circumstances have all been manipulated by the Valiark war council, who have seized the perfect chance for complete universal conquest overnight! As their electromagnetism causes chaos on a massive scale, it's up to your TARDIS crew to run back and forth across dozens of faux-countrysides to uncover just how deep this conspiracy lies...

VALIARK

AWARENESS	3	PRESENCE	6
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 1, Convince 4, Craft 2, Knowledge 3, Medicine 1, Science 2, Subterfuge 4, Survival 3, Technology 3, Transport 2

TRAITS

Alien
Alien Appearance
Aura – Awe and disgust (only when in Liquid Form)
Clumsy
Fear Factor 2*
Hypnosis (Major)
Impulsive
Indomitable
Reverse the Polarity of the Neutron Flow*
Single-Minded (Major)
Size: Huge (Minor)
Special: Electromagnetic Emissions – Valiarks are rendered into an unstable liquid state when in an environment with different magnetic pulls than their planet, and must use special technology to adapt into their solid forms
Psychic
Telekinesis*
Tough*

*Only applies to their solid, "real" form.

TECH LEVEL: 7

STORY POINTS: 2-4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VERDUNKELN *(The Darkened Earth)*

During World War Two, German planes flew over England in the dead of night with a simple goal: look for a source of light indicating a city, a town or even a countryside village and drop a bomb to kill civilians who forgot to turn their lights off. Posters were made as terrifying as possible with the goal of scaring the country's people into complying for their own safety. While there's no ambiguity that the Allied forces were on the side of good in the conflict, German villages were under the same arrangement. Indeed, one poster depicting a skeleton is famous for giving German children nightmares, some even convinced that it came out of the walls at night to feast on families who haven't put their lights out.

Typical childish over-imagination, of course. Well... there is that odd case of those two men found over by the river, caught out after dark. One was dead and the other blinded, no marks on them at all. Except for their eyeballs. Shriveled and dark in their sockets, like the light was sucked out from them completely. What few physical descriptions of the culprit claim it's a "black, spider-like thing with two legs".

It's very difficult to get a good glimpse of the thing, as the light nearby is drawn out of sources whenever it appears. No, not simply snuffed out. Lightbulbs still glow on full power and matches still burn away, producing smoke and heat. The light itself is just... drawn out, leaving a completely unnatural darkness. If you do manage to get a look at the figure, you might be able to make out a few key details: it's tall and gaunt, spindly fingers grasping at the ragged garment draped around it. Its mouth a gaping hole snarling out a quiet whisper. You won't be seeing it for long, of course. It feeds on light, which your eyeballs do reflect, after all.

The creature's long bone growth and muscle wastage are clear signs that it's life born at zero gravity, the ragged outfit all that remains of a protective spacesuit. The alien seems to be able to understand voices but refuses to act as anything but a single-minded predator. Completely addicted (probably beyond the standards of its species) to feasting on light, it was drawn by Europe's current state: burning cities and high-powered searchlights glowing through the atmosphere. It simply flew too close, and crash landed, the force of gravity pulling it down to Earth.

Maybe it could be overfed with an overwhelming burst of light? All that energy must go somewhere though, and it might explode... soundlessly. The Doctor hypothesises that such a thing might manage to transport the creature to a new plane of existence entirely, its mass turning into energy! Any relation to the light eating creature that the Doctor would later encounter in his twelfth incarnation seems to be coincidental.

Adventure Seed: Burning for Eternity

The Centennial Light: the world's longest living light bulb, burning since 1901. It's worrying when the Fire Department that houses it gets reports of odd, invisible fires, and a shadow-like monster

almost certainly imagined from smoke inhalation. Especially as the reports seem to be from buildings closer to the station every day...

VERDUNKELN



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	7
INGENUITY	3	STRENGTH	2

SKILLS
 Athletics 4, Fighting 2, Subterfuge 4, Survival 6

TRAITS
 Alien
 Alien Appearance
 Alien Senses – Detect sources of light from miles away
 Danger Sense
 Fear Factor 2 (Fear Factor 4 when in darkness)
 Keen Senses (Major)
 Natural Weapon (Special) – Light Absorption: 4(2/4/L) damage; a Good result also causes blindness
 Obsession (Major) – Addicted to light itself
 Special – Light Absorption: Can suck up ambient light through its mouth from metres away
 Weakness (Major) – If overfed light, explodes from sheer converted mass

EQUIPMENT
 Torn Space Suit (Armour: 2 points)

TECH LEVEL: 6

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VERVALLOOCHENEN AGENCY *(The Deal)*

Long before Gallifreyans even considered leaving their home planet, the mighty Vervalloochenen set out to achieve what they saw as the noblest goal of all: to combat the threat of pollution across the entire universe. Each solar system would be inspected every three to four thousand years, and any pollution threatening the existence of a planet would be swiftly eradicated. In a move showing incredible technological advancement, they artificially created the planet Vertiplax to monitor and organise their mission.

The Vervalloochenen are a humanoid race... though mostly in terms of shape. Their moist green bodies, faces filled with antennae and use of pseudopodia in place of hands would probably turn heads (and stomachs), even in the most diverse intergalactic communities. It's interesting how they've retained such an amoeba-like structure over eons of existence, almost as if their very genetic makeup is broadcasting their status as one of the earliest species to achieve sapience.

The present day Vervalloochenen may still see their ancestors' work as noble, but they desire freedom from the endless monotony of it all. A majority employ subcontractors to free up their schedules. The subcontractors verify that they've been to and inspected their assigned planets by doing a little field-based atmospheric redistribution. In other words, they make signs in crop fields which are visible from space.

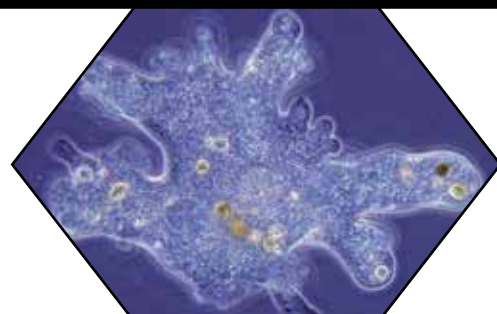
Unfortunately for humanity, the Vervalloochenen Agency has ruled that it happens to be the pollution threatening Earth that needs eradication. Fortunately, the agent assigned their planet is Mosca Ragazzo, who has worked hard to earn a reputation of being the laziest and greediest Vervalloochenen ever split into being. Mosca (who, despite Vertiplax's assuredly advanced technology, seems to operate out of a bunch of smelly old tin sheds) is very easily convinced to look the other way while those they subcontract to do (or rather, convince their superiors that they've done) all the work.

Adventure Seed: Corporate Division

The population density on Vertiplax is reaching critical mass. Even the Agency head has just split into two daughters! Fearing a civil war headed by the two combative leaders, their underlings organise a small company retreat where they'll (hopefully) be able to sort out their differences. What luck! "Earth" seems to be quite pleasant, and its agent has consistently turned in records reporting it completely pollution free. It's a good thing those primitive and paranoid "humans" were wiped out years ago, keeping the two heads happy will be enough of a challenge as is!

Adventure Seed: Trial of the Sontarans

The Agency has declared another race of sentient life "pollution" to be destroyed, but have updated their policy to allow a fair trial. Gearing up to save the poor species, the TARDIS crew are shocked to find their defendants are a Sontaran battle fleet! Will they fight for the Sontarans' right to life, or champion the warmonger's

VERVALLOOCHENEN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 2, Convince 4, Knowledge 4, Science 3, Subterfuge 2, Technology 8, Transport 2

TRAITS

Additional Limbs (x2) – Can form any number of extra "limbs" via pseudopodium

Alien

Alien Appearance

Alien Organs (Minor)

By the Book

Fast Healing (Special)

Obligation (Minor) – The Agency

Technically Adept

TECH LEVEL: 7

STORY POINTS: 1-3

destruction as karmic? Could the decadent Agency even hope to rid Sontar of its natives, or will the Empire seek vengeance (and their superior planet-creating technology)? Court is now in session, Sontar-Ha!



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VEXTYR (*Cry of the Vultriss*)

Vextyr introduced herself to the bird-like Vultriss (see V204) as a queen of Mars and ambassador for the Martian people. Only half of this is true. Vextyr is indeed Queen of the Cassius Clan, but she is no ambassador. Instead, at a time when the Martians are allies of Earth, she is a revolutionary who wishes to return the Ice Warriors to the old ways and restore the Martian Empire. Vextyr is a descendant of Lord Slaar, who attacked the T-Mat facility on the Moon in the late 21st Century (see *The Seeds of Death*), and her forces have committed atrocities across the Martian colonies.

Vextyr's second-in-command is the Ice Lord Zorsh, an experienced soldier. He is loyal to his Queen and is totally ruthless, as are his Warriors.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

So far, Vextyr's revolution is small, but she has a plan to ensure victory. She has learned of a temporal flaw in an area of space near the Vultriss world Cygia-Rema (see L101) and of the ancient technology the Time Lords installed on the planet to prevent it from deteriorating. Vextyr kidnapped a Vultriss peasant named Skye and had cybernetic implants installed in her throat to control her. The implants also include a sonic weapon which allows

MARSHAL ZORSH

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

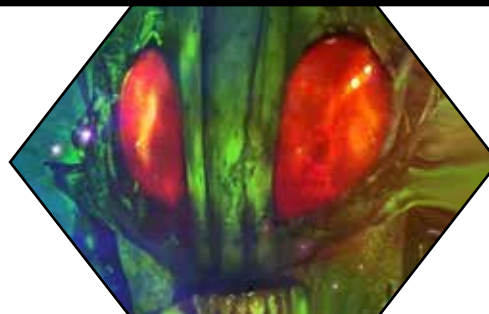
Convince 3, Fighting 3, Knowledge 3, Marksman 3, Survival 3

TRAITS

Alien
Alien Appearance
Armour (5 points, reduces his Coordination by 1 point in Earth-like atmospheres)
Cyborg
Menacing
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor) – Speed is halved while wearing his Armour in Earth-like environments
Weakness (Major) – Has a -2 penalty to all actions in temperatures above 32° and 4 points of damage at 100°

TECH LEVEL: 6

STORY POINTS: 6

QUEEN VEXTYR

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 3, Marksman 3, Survival 3, Technology 2

TRAITS

Alien
Alien Appearance
Armour (8 points, reduces her Coordination by 2 points in Earth-like atmospheres)
Arrogant
Authority (Major)
Cyborg
Natural Weapon (Major) – Sonic Gun: L(4/L/L) damage
Slow (Minor) – Speed is halved while wearing her Armour in Earth-like environments
Weakness (Major) – Has a -2 penalty to all actions in temperatures above 32° and 4 points of damage at 100°
Voice of Authority

TECH LEVEL: 6

STORY POINTS: 8

Skye to mimic the mythical Cry of the Vultriss. This has allowed her to pose as the legendary Fabled One and usurp the Vultriss throne.

In order to ensure the success of her plans, Vextyr has captured an Ice Warrior diplomatic ship en route to Vultriss and intends to pose as the Martian ambassador. Her real intent is for her forces to seize the three Kontron crystals (see *Timelash*) that will give her control of the temporal flaw, allowing her to devastate half the galaxy and conquer humans, Sontarans and Daleks alike.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

VORTON (*Vorton's Revenge*)

Exclon is a planet long dead, its silent surface covered in brown, barren forests devoid of life. Clearly, some great catastrophe occurred here. The only lifeforms surviving on the planet are the native Exclonites: humanoids no taller than four feet, who have a third spindly grey arm reaching out of their chests. Their appearance distinctly resembles that of the Debans from Belstar (see *L98*), so perhaps they share a common ancestor.

Any other features of the natives are obscured by dark blue helmets and garments that bring tents to mind. The living conditions on Exclon have forced them down into the dark subterranean caves, where they subsist on impure water and bacteria. Their circumstances are so dire that there are less than a thousand of them left, likely to become extinct in a matter of generations if they don't put effort into improving their living conditions.

The Exclonites are led by Vorton, easily distinguished by his vibrantly red garments. He rose to prominence as leader by possessing the highest level of skill with technical matters, rallying his people to the cause of revenge against the species that left their planet in such a sorry state: the Time Lords of Gallifrey. In an oddly moralistic moment, the Time Lords condemned the Exclonites for attacking and trying to take control of neighbouring planets, launching a full-scale attack that devastated them. Given what we know of the Time Lords, it's possible the Exclonites would have eventually mastered time travel to the point of rivalling them, and they just found an excuse to stop their development.

Instead of focusing his people's limited resources on repairing their planet or improving their living conditions, Vorton was consumed with a desire for vengeance, putting it all into a single gigantic spacecraft with weaponry powerful enough to destroy even Gallifrey. Vorton has a specific plan to get close enough to the planet: kidnap a Time Lord and force them to contact Gallifrey, claiming Vorton wishes to sign a peace treaty, so that they will welcome the gigantic silver spacecraft that will carry him to finalise this agreement. Then it's a simple matter of blasting them to pieces while their guard is down.

Of course, it's not that easy: the ship is so utterly gigantic and unstable that it will almost certainly destroy the cave systems and kill every single Exclonite not on the ship. Vorton doesn't seem to care about his people in the slightest, desiring only revenge. The best course of action for stopping Vorton would be to warn his fellow Exclonites about his madness. But would they listen, having been devoted to Vorton for so long?

**VORTON**

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Craft 1, Knowledge 3, Marksman 2, Medicine 1, Science 2, Subterfuge 2, Survival 3, Technology 4 (AoE: Engineering), Transport 4 (AoE: Starships)

TRAITS

Additional Limbs – Extra arm
 Alien
 Alien Appearance
 Arrogant
 Authority (Major) – His species is completely subservient to him
 Boffin
 Fear Factor 1
 Impulsive
 Obsession (Major) – Destroy the Time Lords
 Repulsive
 Selfish
 Technically Adept
 Unlucky

EQUIPMENT

Helmet (5 points, head only)
 Laser Gun: L(4/L/L) damage
 Gravity Control Mechanism – For one Story Point, Vorton can force any spacecraft within Exclon's orbit to crash land

TECH LEVEL: 6

STORY POINTS: 8

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE VULTRISS *(Cry of the Vultriss)*

The Vultriss of Cygia-Rema (see *L101*) are a noble, avian people. They are humanoids with vulture-like heads, beautiful plumage and keen eyesight. Descended from the birds of prey that soar over the mountains of their world, they are used to the cold of high altitudes. However, they lost the power of flight many centuries ago, presumably the result of natural evolution. To the Vultriss, this is shameful, and it is considered impolite even to mention the fact.

Although the Vultriss are aware of other worlds, they have no space travel capability of their own. Their weapons technology is still at the stage of crossbows that fire projectiles similar to boomerangs (inflicting 2(1/2/3) damage), though they are more developed in some other areas, such as electronic communications. Vultriss society is similar to that of the late Middle Ages in Europe, and they are ruled by a monarch, with a Parliament to carry out royal commands. Some of the Vultriss' brutal traditions have survived, including the Vultriss Trial, in which the accused is thrown from a high clifftop. Those who fly are freed, while those who fall are condemned by their own guilt. In modern Vultriss society, this is inevitably a death sentence.

The Vultriss have a legend of a Fabled One, who will arise from among them and give them the power of flight once again, leading them to the summit of the mountain, to the edge of the sky, to the distant stars and beyond. The Fabled One will be recognised by the Gift of the Cry, a devastating shriek powerful enough to kill.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Vultriss have been contacted by a race of aliens who wish to open diplomatic discussions. These are the Ice Warriors, now allies of Earth (sort of), and they are sending an ambassador to meet with the Queen. This will be the first meeting of the Vultriss with beings from a far off world.

Shortly after this contact, the Fabled One of Vultriss myths appeared and proved herself by possessing the Gift of the Cry! The Fabled One was a peasant named Skye, and she has been able to depose Queen Jabule, becoming Queen Skye the Fabled. Jabule was able to escape with a group of loyalists and now hides in the mountain caves near the capital, from which they wage a terrorist campaign.

Meanwhile, the Martian diplomatic ship has been hijacked by Vextyr (see *V202*) an Ice Warrior and Queen of the Cassius Clan. Queen Skye is a puppet of Vextyr, having been kidnapped and had cybernetic control devices implanted in her throat. These are also the secret of the Gift of the Cry, as the implants include a sonic weapon. Vextyr is using Skye to gain access to Cygia-Rema as it is home to some ancient Time Lord technology. Once she has removed the three Kontron crystals (see *Timelash*) from it, Vextyr will be able to control a temporal rip existing near the planet.

QUEEN SKYE THE FABLED



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Marksman 4, Subterfuge 2

TRAITS

Alien
 Alien Appearance
 Authority (Major)
 Cyborg
 Enslaved
 Environmental (Minor) – Cold
 Keen Senses (Minor) – Vision
 Natural Weapon (Major) – Cry of the Vultriss:
 L(4/L/L) damage

TECH LEVEL: 4

STORY POINTS: 6

VULTRISS RACE PACKAGE

Attributes: Coordination +1 (+1), Resolve +1 (+1)

Traits: Alien (+2), Alien Appearance (-2), Environmental (Minor: Cold) (+1), Keen Senses (Minor: Vision) (+1)

Cost: 4 points



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE WARLORD *(Doctor Who and the Warlord)*

The fugitive known as the Warlord is a mystery, even to his own race: the Time Lords. The few concrete facts remaining in their databases point to the idea that, centuries ago, the Warlord was a scholar researching the very concept of warfare for a means to put an end to it permanently. At some point in this seemingly endless toiling, his goals and attitude became completely subverted, even if the subject of his obsession remained. He's spent centuries of his long lifespan committing the greatest Time Crime of all – interfering with the course of time to keep various conflicts going as long as possible.

It's known that on Sirius V he achieved this goal by introducing the local cave people to fire; on Fomalhaut VII it was the internal combustion engine. It's suspected he's behind the destruction of the Notrethan Race. Outside of these scraps of information, knowledge on the Warlord is sparse. Those who would encounter him might first think him to look like a standard humanoid, like the majority of his race. Maybe he's wearing a local military uniform to blend in with his surroundings, with his main distinguishing trait being his heavy beard. However, said beard is a disguise covering up a semi-reptilian face: three-eyed, battle-scarred and adorned with bio-mechanical tubes. These tubes form some kind of breathing apparatus, and are susceptible to blockage. Good luck getting close enough to him to take advantage of this weakness. Space armour is worn beneath his clothing at all times and he's a frighteningly deft hand with an Atomic Disruptor.

It's been noted that the Warlord has command of a small unit of soldiers: the only ones on record are a short, broad human man wearing a 24th Century singlet, and at least two tall, web-clawed amphibians from a related race as the Warlord's own adopted form, one blue and one green. It's assumed that the Warlord and his forces travel in a TARDIS, but any specific records of model are lost. The last piece of known information about the Warlord is that he takes a vain pride in his appearance, and puts great care into grooming his beard in spite of its prosthetic nature. Make of this information what you will.

With so little concrete information about the Warlord, we are left with only the ability to speculate. How vast are the forces under his command? Does he have any relation to the War Lord race and their collaborator, the Time Lord known as the War Chief? Could he have any connection to other similarly meddlesome Gallifreyan fugitives such as the Master or Monk? Did he have a hand in other seemingly endless conflicts, such as the one between the Sontarans and Rutans? What was his involvement in struggles such as The War in Heaven or the Last Great Time War? Most pressing of all: where does he plan to strike next? Rumours are circulating that he has plans for both Quantain's (see *L147*) century-long war and a human by the name of Napoléon Bonaparte (see *The Sixth Doctor Expanded Universe Sourcebook*)...

THE WARLORD

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 5 (AoE: Military History, Military Tactics), Marksman 5, Science 2, Subterfuge 4, Survival 3, Technology 4, Transport 4

TRAITS

Alien Appearance
Dependency (Major) – If his breathing tubes are blocked, damaged or removed, the Warlord begins to suffocate (use the Drowning rules)
Eccentric (Minor) – Vanity over his beard
Feel the Turn of the Universe
Menacing
Time Lord
Time Lord – Experienced
Tough
Voice of Authority
Vortex
Wanted Renegade

EQUIPMENT

Space Armour (5 points)
Atomic Disruptor: 6(3/6/9) damage
Prosthetic Beard [Traits: Face in the Crowd. Story Points: 1.]

TECH LEVEL: 10

STORY POINTS: 9

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

WERE LORDS *(1st in I Wish It Could be Christmas Every Day)*

The Were Lords are a shameful secret of Gallifreyan history, an underclass that never would have entered the Time Lord Academy, bio-engineered into super soldiers for the war against the Great Vampires. Were Lords can regenerate perhaps millions of times over, but with a cost: they can only regenerate between their human forms and those of giant, monstrous wolves. When they regenerate, their muscles greatly expand and their faces grow into lupine snouts, blood rushing through both to stimulate incredible strength and smell. While a Were Lord doesn't lose its intelligence in wolf form, they do become fiercely aggressive and inclined to tear enemies apart. Their unique regenerative energy acts as a pathogen that spreads through bite, turning enemies into Were Lords and bolstering their own numbers. While Were Lords are mortal, their forms are immune to ageing and can live for thousands of years without issue.

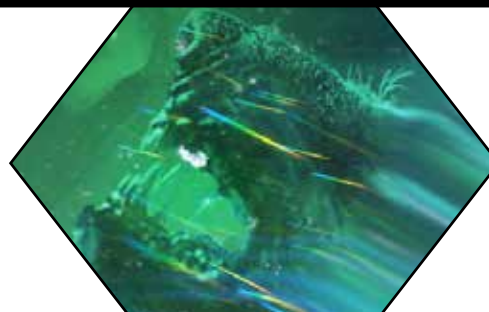
Were Lords don't regenerate from near-death experiences. Instead, the process is triggered by Artron generators, large, unwieldy devices wheeled into battle alongside Were Lord platoons, sending out a planet-wide pulse that initiates their regeneration. The Time Lords, wishing to avoid a Were Lord coup, encoded weaknesses into their DNA, rare enough that enemies couldn't reliably exploit them, while common enough for the Time Lords to do so. Pure silver and mistletoe are burning hot to Were Lords, and direct contact can scorch them. While in wolf form, these weaknesses are exponentially increased in potency. In addition, Time Lords are nearly immune to the Were Lords' infectious bites, with the Time Lord gaining a Were Lord's abilities for only a few minutes.

Time Lords would rather forget about the Were Lords and are silently thankful that they're a history lesson, with all of them having been wiped out during the war.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

A platoon led by Lord Lycaon, first and fiercest of the Were Lords, successfully deserted the war. They escaped to Greece, c.1500 BC. Unable to live without constant transformation, Lycaon stole an Artron generator and hid it deep within Earth's Moon, operating on a constant pulse. Thus, the Were Lords are transformed under direct moonlight. Since then, they have treated humans as prey and become the stuff of many werewolf legends.

In the 59th Century, Earth Government placed a shield around the planet to protect it from solar flares. As this also shut out the Moon's light, the Were Lords revealed themselves and offered their centuries of experience to come up with a solution so the shield could be removed. The humans, terrified by the ancient terrors, pretended to accept. Luring the Were Lords to a Christmas party on a space station (see *L162*) symbolising the cooperation between both species, they found themselves marooned, and a platoon of soldiers were sent to kill them with weapons made of living silver. According to recorded history, this was the final end of the Were Lords... but history can always be changed, especially with Lycaon's son (see *A86*) able to acquire a TARDIS.

WERE LORD

AWARENESS	4/6*	PRESENCE	3/6*
COORDINATION	4	RESOLVE	6/7*
INGENUITY	5	STRENGTH	3/6*

SKILLS

Athletics 3/5*, Convince 3, Fighting 3/5*, Knowledge 4, Science 3, Subterfuge 2, Survival 3/6*, Technology 3

TRAITS

Alien

Immortal (Major)

Relentless

*Special – Were Lord: When a Were Lord is exposed to Artron generator pulses, they regenerate between humanoid and wolf form; when in wolf form, replace Attributes and Skills with those marked with an asterisk, and add all Traits listed below.

Tough

Weakness (Major) – Pure Silver and Mistletoe burn Were Lords as if they were white hot, and do 4(2/4/6) damage on touch, or 6(4/6/8) if in wolf form

ADDITIONAL WOLF FORM TRAITS: Alien

Appearance, Fast (Major), Fear Factor 3, Frenzy, Infection (Can create new Were Lords with a bite; only works for 1D6 Rounds on Time Lords), Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws & Teeth – Strength +4 damage), Quick Reflexes

TECH LEVEL: 9

STORY POINTS: 3-5

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Z22 ANDROID (*Plight of the Pimpernel*)

The Doctor and Peri encountered the Z22 android on Earth in the year 1793, where it was hunting for the Scarlet Pimpernel in Paris. At the time, Peri was posing as the Pimpernel while his alter ego, Sir Percy Blakeney (see *V190*), recuperated at home in England from the serious injuries he had sustained on a previous mission to France. Fortunately for Peri, the android is badly damaged and she was able to make her escape back to England.

The Z22 android is fitted with a cloaking device that renders it invisible. In its damaged state, however, this is glitching, and it flickers in and out, sometimes visible, sometimes not as if the world has suddenly painted over it. From the moments when it can be seen, the android is a thick metal frame in humanoid form, with a blank, flat face and carrying a blade that seems to be made of buzzing, spitting light. This is a high-calibre plasma sword, and the injuries it causes in human flesh glow with the same light and won't heal without advanced medical assistance to drain the residual energy from the wound.

In its fully functional state, the android has tracking sensors to locate its target. Currently though, the Z22 has to rely on identification of the Scarlet Pimpernel by direct means, such as visual recognition. Its systems include self-repair circuitry, but this is insufficient to restore all its functionality: it can "heal" lost Attributes but not regain any Traits which are disabled through damage. Nevertheless, the android is both fast and relentless in its pursuit and is strong enough to punch its way through brick walls. It cannot be reasoned with and is determined that "Justice will be done!" Anyone who gets between it and its target is also likely to be disposed of.

If the Z22 android is terminally damaged, an AI programme will be automatically triggered to generate a holographic image of a woman. This can be interacted with and is able to relate the truth behind the android's pursuit of the Scarlet Pimpernel. In simple terms, it's like a black box that can talk back,

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The hologram is of a representative of Politic Tyrax of the Shay Collective. On the destruction of the android, it is to log and investigate the cause of its shutdown. It can relate that the Z22 has been programmed to seek justice for the genocide of the Shay people. The person posing as Sir Percy Blakeney, the Scarlet Pimpernel, is actually an alien from two thousand years in the future. His true name is Argana and he was the Shay Collective's final Primex, who became a tyrant.

When his people rallied against his corruption and cruelty, and it was clear that he had lost his power, Argana retreated to his state bunker and activated weapons of destruction on the surface, ending his race. In their dying moments, his former subjects activated the Z22, a prototype, to execute Argana for his crimes. It

has tracked Argana to the Earth, but the damage it has sustained threatens its mission.

Z22 ANDROID

AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	6
INGENUITY	1	STRENGTH	7

SKILLS

Fighting 4, Marksman 2, Technology 3

TRAITS

Armour (5 points)
By the Program
Fast (Minor)
Fast Healing (Special)
Invisible (Major Good)
Robot
Special – Post-Mortem Holo-Inquest (see text)

Note: If its systems are fully repaired, the android gains Scan and Transmit, and its Invisible Trait upgrades to the Special Good version.

EQUIPMENT

Plasma Sword: Strength +4 damage, Armour Piercing (ignores first 5 points of Armour; also, any injuries caused by the sword don't heal naturally)

TECH LEVEL: 8

STORY POINTS: 8

LOCATIONS IN SPACE AND TIME



CHAPTER 4: LOCATIONS IN SPACE AND TIME



ADEMUS' HALL OF MIRRORS (*Hall of Mirrors*)

Upon sudden power failure, the TARDIS makes an emergency landing in a dark, gloomy corridor. Closer inspection reveals that this is an endless maze of mirrors. Trying to go back to your vessel, you notice that even if it had a faulty or entirely disconnected chameleon circuit, it still managed to turn its outer shell into a mirror! Better hope you have something to mark it with, as you won't find it again without an amazing memory. Investigating the maze, you'll find every corner crammed with mirrors: large mirrors, small mirrors, old mirrors, funhouse mirrors... looking glasses of every shape and size, going on forever in the dark. An unnerving silence fills the air, unless you happen to pass by a mirror that appears to be emitting... hushed whispers? Hidden behind this average mirror is a large hall. Only one single large mirror hangs on the sparse, pitch black walls. There's also a table with two chairs, each seating an individual.

Sitting in the chairs are two men, one of whom has a calm, pleasant and clear face, the other looking gloomy, irritated, and miserable. Despite this contrast (or maybe because of it?) both look identical. Both of their faces manage to be perfectly blank and frozen, until they speak. It seems like they're very out of practice with both talking and emoting. When one of them is talking, it's to express something that fits their respective face, while anything non-specific is said by both in unison.

Both introduce themselves as Ademus, and he is as trapped as you. After an aeon, the only discovery he's made is that this giant hall of mirrors you're all trapped in is in some way controlled by a large machine behind the lone mirror in this hall. He's very insistent that they don't know what the point of the machine is but insists it's the only way to escape. He can't destroy it himself, being too physically weak.

This is no ordinary mirror. When the universe was in its infancy, Ademus was one of the most dangerous men in it. Born with tremendous mental powers, he tried to enslave and rule over his home galaxy of Tremanous. The White Guardian intervened, and his

own people sentenced him to endless life trapped in a world of his own psyche, manifested physically through a mental projection controlled by a large, semi-sentient machine. This device is fuelled by constantly draining the power from him, explaining why it caught onto the stray TARDIS.

This realm has taken the form of a hall of mirrors because of a simple feedback loop: becoming schizophrenic, Ademus felt he was trapped inside himself and so the machine made this literal. He split himself in two, by accident. To escape you'll need to get energy back from the mirror, but Ademus won't accept anything other than his emancipation. With accidental power over this realm, he might make the ground turn into an endless barren plain and send a flock of demonic birds after you! Still, you might find him begging like a small child that he'll be good if you let him out. Could you?

ADEMUS

AWARENESS	3	PRESENCE	2 (6)*
COORDINATION	2	RESOLVE	2 (10)*
INGENUITY	4	STRENGTH	1 (3)*

*Numbers in parentheses are if the machine draining Ademus is destroyed.

SKILLS

Convince 4, Craft 3, Knowledge 4, Science 1, Subterfuge 2, Technology 2

TRAITS

Dark Secret (Major) – His crimes and punishment
Eccentric (Major) – Idiosyncratic speech patterns
Immortal (Major)

Special – Twin Aspects: Ademus has been split into two, each version having identical stats, appearance and behaviour other than their underlying demeanours

Weakness (Major) – The machine behind the mirror drains Ademus of his energy and mental powers; he cannot destroy the machine himself, but if others do it for him, he will gain Hypnosis (Major), Indomitable, Psychic, Psychic Assault (see *The Fourth Doctor Expanded Universe Sourcebook*), Psychic Illusions (*Ibid*), Telekinesis and Telepathy

TECH LEVEL: 7

STORY POINTS: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ALBATROSS ALPHA *(The Rotting Deep)*

In the early years of the 21st Century, *Albatross Alpha*, a former oil rig in the North Sea, suffered a disaster. The rig had already been decommissioned and a review was underway to recommend whether or not it should be removed. Before the disaster began, there were only seventeen people on board. Besides the engineers and divers, these were: Hebe Harrison (see A85), a marine biologist here to make a report as to whether the undersea portions of the rig should remain or go; Skye Bennet, a fanatical eco-warrior representing an environmental charity; a loud, self-centred Australian, Jonah Strong, a media personality famed for exploits such as swimming with sharks; Carl Price, the rig's safety officer, too nervous and concerned with following process to be useful in a crisis; and A.M. (short for Ancient Mariner), the veteran cook, a superstitious doom-monger who has been here since it was a working rig.

For Hebe, the issue of the rig's continued presence is complicated by the fact that a coral reef has formed around the undersea structure. She wants to fully assess the diversity of marine life living in and around it before making a decision. For Skye, the issue is a no-brainer: oil is polluting the Earth, the rig is a symbol of the exploitation of natural resources and is a rusting eyesore. It must go! She's very vocal about her beliefs and won't entertain any other views. As for Jonah, he's only here to make a documentary about the artificial reef. As the self-proclaimed "Shark Boy" and "Reef Wizard", he's only interested in himself and his fame. His ill-manners and brash attitude have won him no friends. As soon as the going gets tough, his bravado vanishes. Meanwhile, A.M. believes the rig is cursed because of its name, and loudly quotes *The Rime of the Ancient Mariner* in a broad Scots accent. "I looked upon the rotting sea, And drew my eyes away; I looked upon the rotting deck, And there the dead men lay."

But the rig has come under attack. Not by terrorists or saboteurs or even aliens. But by the local wildlife. It started when the divers sent down to film the reef just vanished. Then there were disappearances of some of the engineers down in the lower levels. Now, anyone foolish enough to venture outside is attacked by flocks of screaming gulls, which dive down to peck exposed flesh. And there is the sound of movement around the walls. Not the sound of rats, but of things slithering... "Yea, slimy things did crawl with legs Upon the slimy sea."

Now there are only seven survivors: Hebe, Skye, Jonah, Carl, A.M. and two engineers, Dean and Bill. Except that Dean quickly falls prey to the gulls while climbing a mast to send an SOS by heliograph, and Bill has gone down to the power room to try to get the generator working and hasn't come back.

There's no power aboard the rig. Or at least, when it does come on it's only temporary and intermittent. So it's cold and dark, with the only light being from the windows and the fluorescent strips in the ceiling. There's no tea or coffee left, and the water ran out yesterday. Most of the food is gone too, inexplicably vanished or covered in slime. The lifts aren't working, which means it's stairs only, stranding wheelchair-bound Hebe on one of the upper levels. Which is OK: she doesn't get on well with the others and would rather be up near where a rescue helicopter will need to land. The others are waiting it out in the canteen, bickering among themselves. But at least they have access to what remains of the food store in the galley. The power room with the generator and central comms is down on the lowest levels, as are the diving platform and the infirmary. At least there's some natural light down here. But the generator is smashed to pieces and irreparable.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Soon, Bill's body is discovered down in the power room, covered in the barnacles that killed him. Mel is stung by a lion's mane jellyfish, mysteriously out of its natural environment, and the treatment of her stings with seawater from the desalination system only makes the pain worse. Hebe is attacked by an octopus lurking in the lift shaft, while Carl is killed by hundreds of sea stars, dissolved by acid from their extruded stomachs. The attacks seem random, and the animals are behaving out of character.

There is no villain or monster at the centre of this mystery. The amalgamation of decades of chemical waste on the sea-bed has formed a unique compound. Until the recent investigation of the rig's reef, it had lain relatively harmless in the sludge on the sea floor. But now it has got into the food chain from the phytoplankton up, and is sending the local wildlife insane enough to attack humans. The compound is also in the seawater used in the rig's desalination system. Fortunately, the survivors believe the system's not working because of the loss of power and haven't been drinking it. If they realise the desalinators now contains fresh water and taste it, they too will succumb. Each time somebody drinks contaminated water, they must make a Difficulty 15 Resolve + Strength roll or take 2(1/2/3) damage to Resolve.

JONAH STRONG

Attributes: Awareness 3, Coordination 4, Ingenuity 2, Presence 4, Resolve 3, Strength 3

Skills: Athletics 4, Convince 3, Knowledge 3 (AoE: Marine Wildlife), Science 1, Subterfuge 1, Survival (Marine) 3, Technology 2

Traits: Fame (Minor), Impulsive, Loud, Selfish

Tech Level: 5

Story Points: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

If Resolve reaches zero, they become hysterical, murderous and possibly suicidal. With time, a neutralising agent can be developed to render the compound harmless. But for now, the cause of the incidents remains unknown.

SHYE BENNET

Attributes: Awareness 2, Coordination 2, Ingenuity 3, Presence 5, Resolve 3, Strength 2
Skills: Convince 3, Knowledge 3 (AoE: Environmental issues), Science 2, Subterfuge 2, Survival 1
Traits: Argumentative, Code of Conduct (Major: Protect the environment), Loud
Tech Level: 5
Story Points: 4

SEAGULL FLOCK

Attributes: Strength 1, Coordination 4, Awareness 4
Skills: Athletic 3, Fighting 3, Survival 5
Traits: Flight (Major), Natural Weapon (Minor: A Multitude of Beaks – Strength +2 damage), Swarm 10

OCTOPUS

Attributes: Strength 2, Coordination 4, Awareness 4
Skills: Athletics 2, Fighting 3, Subterfuge 4, Survival 4
Traits: Additional Limbs x2 (tentacles), Alien Organs (Minor), Aquatic (Coordination reduced to 1 out of water), Dependency (Major: Can only survive out of water for short periods), Lurker (can make a Coordination + Subterfuge roll against Awareness + Survival to get a +2 bonus on an ambush attack), Special – Ink Jet (in water, clouds an area of 3 x 3 metres; out of water, it's just messy unless it hits the eyes), Suckers (+2 Strength when grappling prey or clinging onto surfaces)

LION'S MANE JELLYFISH

Attributes: Strength *, Coordination 2, Awareness 1
Skills: Fighting 1, Survival 3
Traits: Alien Organs, Aquatic (Major: Coordination reduced to 0 out of water), Poison 2, Size: Tiny (Minor)
 *Automatically loses any contests of Strength against larger creatures.

POISON – SPECIAL GOOD ALIEN TRAIT

This is an expanded version of the Poison Trait that appeared in *Pulp Fantastic* from Battlefield Press.

A creature with this Trait is venomous or poisonous in some way. The venom or poison may be transmitted by an attack (in which case, it should be combined with a Natural Weapon such as a bite or sting), by touch, if eaten or perhaps even if inhaled. If it is part of Natural Weapon, a successful attack may need to do enough damage to break the skin (which usually ignores the Tough Trait for such purposes), or it may merely need to contact bare flesh. Armour is normally hard enough to block the poison. The cost of this Trait depends on the strength of the poison according to the Poison Damage Table. If a character takes damage from Poison, they must make a Resolve + Strength resistance roll as soon as infected by it, with Difficulty determined by the table.

COST	DAMAGE	DIFFICULTY
1	4(2/4/6)	15
2	6(3/6/9)	21
3	8(4/8/12)	24

The poison then automatically delivers 1 point of damage at an interval determined by the success or failure of the resistance roll, as listed in the Poison Resistance Table, until the total damage has been taken. During this time, victims suffer pain, faintness, disorientation, hallucinations and other side effects depending on attributes affected, and incur the penalty listed in the Effect column on any rolls attempted. If they survive, it may take them some time to fully recover, even with hospital treatment!

RESULT	FREQUENCY	EFFECT
Fantastic	No damage	None
Good	30 minutes	Painful but no penalty
Success	10 minutes	-2 penalty
Failure	1 minute	-4 penalty
Bad	1 Round	Paralysis
Disastrous	Full damage immediately	Comatose (if not already dead!)



THE ARCHIPELAGO OF HIGH DREAM *(Together in Eclectic Dreams)*

The Archipelago of High Dream is a beautiful and serene place. The air is filled with the sounds of wind-chimes in the soft breeze, the calls of distant exotic birds and a gentle singing in the air. Those who listen to the chimes are lulled into a state of absolute tranquility. The overall impression of this place is one of an Eastern temple, and the monks who live here only reinforce that notion with their calming presence.

The monks collect the shells of river crabs and carve them into the wind-chimes. They welcome all visitors. After all, pilgrims who cross the sacred river to get here must face many perils. Even the TARDIS found it difficult, and it took the Doctor a little persuasion before it would materialise. The Doctor had brought his companion Mari Yoshida (see *A121*) to the Archipelago to seek the help of the monks. Mari had been suffering from night terrors and bad dreams in the TARDIS, and the monks are experts in treating such things. Their philosophy is that danger is what happens when we wake, not when we dream. The chief monk persuaded Mari to sleep, the sound of the wind-chimes carrying her away, in order that he could see what truly troubles her.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Strangely, the Eighth Doctor's memory is that his sixth incarnation went to the Archipelago of High Dream alone, and he does not remember a companion called Mari Yoshida. The truth is that the Doctor and Mari separately fell victim to the Kantrofarri dream crabs (see *The Twelfth Doctor Sourcebook*) and neither met except in the dreams that the crabs induced in them both.

When he visited the Archipelago alone, the Sixth Doctor was unaware of the true nature of the place. The monks gave him a flask as a souvenir, and the Doctor naively accepted it. But the Archipelago is just another way that the Kantrofarri can acquire new victims. Within the flask was a dream crab, which emerged

back aboard the TARDIS and latched itself onto the Doctor, although he was able to defeat it and Mari's with the help of his eighth incarnation.

Whether the monks of the Archipelago are willing servants of the Kantrofarri or their unwilling slaves is unknown. Whichever is the truth, and despite their seemingly peaceful existence, their order exists merely to carry out the whims of the dream crabs.

CHIEF MONK OF HIGH DREAM

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Convince 4, Craft 3, Knowledge 4, Subterfuge 1, Survival 3

TRAITS

Dark Secret (Major) – Servant of the Kantrofarri
Enslaved
Hypnosis (Minor)
Meditation – Has a +2 bonus on rolls requiring focus and concentration

TECH LEVEL: 2

STORY POINTS: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ARUNOPAL *(The Exaltation/The Firestborn)*

The planet Arunopal in the Hidratoo System is an oddity. Although it has advanced technology, up to and including space and time travel capability, its society is still modelled on that of a feudal European monarchy. Superstitions and rituals have a strong hold over the people, and the monarch's advisors are a mix of augurs, science scribes and management consultants. Horses are still used for transport, including by the palace guard, but skimmers, spacecraft and time ships are also available, at least to the ruling classes. Weapons range from swords to electro-bows to plasma cannons. But despite its Medieval trappings, Arunopal is a fairly tolerant place.

One custom is that each monarch rules for forty years and then passes the crown to their eldest child, whether male or female. Which means that King Otho VI has a problem: he doesn't know which of his five quintuplet sons (see *V187*) is the eldest and therefore heir to the throne. The day that his wife, Queen Lynette, gave birth to the quins, she and her midwife both disappeared.

KING OTHO VI

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Convince 4, Fighting 1, Knowledge 2, Subterfuge 1, Transport 2

TRAITS

Authority (Major)
Voice of Authority

TECH LEVEL: 8

STORY POINTS: 4

According to reports, they were spirited away by a villain dressed in bright colours and known only as the Doctor. With no other witnesses to the birth, nobody knows which of the quins was born first. So, when King Otho had reigned for forty years, he set his sons a challenge: whichever of them brings him the head of the Doctor wins the throne of Arunopal.

King Otho is a fair man who speaks with what in England would be considered a Northern accent. Of course, lots of planets have a North. He despairs of his sons, as

he knows that they are all selfish and useless and any of them would make a poor ruler. But he has no choice. So, giving each of the quins a signal stone attuned to detect the Doctor, he sent them off to the various locations where his augurs had identified the Doctor to be.

Meanwhile, the Doctor himself has just arrived on Arunopal with Mel, totally ignorant of the fact that he is a wanted man...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The mystery of what happened on the day of the Quins' birth is a temporal anomaly. In fact, it's why the Doctor has come here, as the TARDIS detected something amiss. Things become clear when the Doctor is arrested and forced to take Otho back in time in the TARDIS. There, outside Queen Lynette's chamber, the King overhears her midwife declare that she has given birth to a daughter. Enraged, as he has no daughter and believes his wife to have been unfaithful, Otho rants that he will lock her in irons.

The Queen then gives birth to her five sons, actually sextuplets, but has overheard her husband. Fearing for the life of her daughter, she and the midwife take her and flee, apparently disappearing altogether. In the years since then, the three of them have been living in a cottage on the far side of the forest, as Madge, her daughter Zeta and Nan (see *A117*).

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Human-like

TECHNOLOGY LEVEL: 8

THE BATTLE OF ANTIETAM (Doctor Who and The Rebel's Gamble)



One of the most noteworthy battles of the American Civil War (see *The Fifth Doctor Expanded Universe Sourcebook*), the battle of Antietam acts as proof that the most minor things are what shape history. The minor things in question? Three completely average cigars.

On Tuesday, September 9th, 1862, Confederate General Robert E. Lee issued a set of orders to his army. Known as Special Orders Number 191, they detailed a plan to split his army into four parts across four outposts as they'd march northwards across Maryland. One copy of the orders was mislaid and was being used as an envelope to carry three cigars when it was found by a staff officer. The envelope itself would end up being mislaid right outside the pleasant, small town of Fredericksburg.

On Saturday, September 13th, Union soldiers would make their way to Fredericksburg. A Union private was pleased to find some perfectly good cigars lying on the ground and was even more so when he realised the importance of the envelope they were wrapped in! By afternoon, the copy of Special Orders Number 191 was in the hands of Union General George McClellan. In one of the few times in human history, a commanding general knew with one hundred percent certainty what the enemy was going to do during the next few days.

Planning to catch the Confederates in their own trap, McClellan's

army got on the move. It wasn't long until they tracked down Lee around a high ridge named South Mountain. But McClellan was too cautious with his troops and a small scuffle at the mountain alerted Lee to the danger he was in. Lee pulled together as many of his troops as he could to a village called Sharpsburg on the banks of the Potomac River. On September 17th, the two sides would fight one of the bloodiest days of the war there. While the South called it the Battle of Sharpsburg, the Union named the conflict after a creek on the battlefield, Antietam.

McClellan assumed that Lee's forces were much larger than they were, and his overly cautious nature caused the battle to be protracted and allowed Lee to escape. Technically a draw, it was considered a Union victory due to them being left in possession of the field. Abraham Lincoln (see *The Third Doctor Expanded Universe Sourcebook*) had been waiting for a victory like this for months before declaring his emancipation proclamation five days later, freeing slaves held in Southern states.

If Lincoln had done this after a defeat, it would look like an act of desperation. The proclamation changed the entire perception of the war and united the North in a crusade against slavery, where before the main point of contention had been if the Southern states had a right to leave the union. Here's hoping that no time travellers accidentally stumble across those three cigars without realising their importance!

THE BATTLE OF QUATRE BRAS *(Doctor Who and the Warlord)*

In March 1815, French emperor Napoléon Bonaparte (see V75) departed from his exile on the island of Elba and after only nineteen days reclaimed his formerly abdicated throne and reformed his scattered Grande Armée. The British, German, Belgian, Dutch and Prussian forces planned to rapidly ally themselves and prepared to resume their war against Bonaparte, aiming to overthrow him yet again. The period in Napoléon's life that became known as the Hundred Days War had begun.

If the Duke of Wellington's army could join with the Prussians, the combined units would outnumber Bonaparte's own, and so the crossroads at the small Belgian hamlet of Quatre Bras (literally translating to "four arms", referring to its status in-between the Charleroi-Brussels road and the Nivelles-Namur road) became a prime strategic position.

On the 15th of June, news arrived of the French advance; many soldiers present in Brussels at a ball held by the Duchess of Richmond rushed off, some not even having the time to change into field uniform. On the calm summer morning of the 16th, the red-clad British and their allies numbering a total of around twenty-five thousand men came into conflict with the blue uniformed French, themselves numbering around twenty-four thousand. With the Duke of Wellington (see *The Second Doctor Expanded Universe Sourcebook*) leading the allied force and

Marshal Ney commanding the French, the ensuing firepower of bayonets, rifles and muskets littered the green grass of the countryside fields with splashes of red and screams of death.

Thousands of lives were lost on both sides over the course of this single Friday. Even though the coalition's tactics managed to win them the battle, Napoléon achieved his main strategic goal of preventing the Duke's forces from reaching the Battle of Ligny that was taking place simultaneously, leading to a French victory in the conflict only a few miles southeast and forcing the coalition to retreat up the Brussels road and into the small village of Waterloo. It would be Bonaparte's final victory, as the Battle of Waterloo came just two days later, in which his dominance over Europe would come to its end.

The Battle of Quatre Bras' importance in history cannot be understated, even if it's only commonly thought of as a prelude to the preceding conflict at Waterloo. This overlooked quality makes it an ideal time for any malevolent, meddlesome time travellers who wish to change the course of history for their own ends to strike, while time travellers who are unfamiliar with the finer details of the Napoleonic Wars might change the course of history by accident, believing it to be just a minor farmland skirmish!

THE BEAUTIFUL PLANET *(Beauty and the Beast)*

Glimmering pink lakes are illuminated by twin suns, distant blue and purple hills are peaked with powdery snow, and cobbled streets are beautified with lush green plants and drifting streams... This must be one of the most picturesque planets in the universe! Even the royal palace looks like a gigantic white rose sculpted from marble. The natives' faces are aristocratic and delicate, perfectly fitting what modern humans would consider to be traditionally attractive. The flowing garments of many colours that drape across their forms are just the cherry on the cake.

Still, the areas away from the citadel are awfully quiet, and natives are quick to warn guests about the savages from the distant hills, who descend to cause trouble. They'll also admit they've never actually seen any of these savages themselves but aren't one to question their King and Queen's orders. Said King and Queen's throne room is surrounded in shimmering drapery, the actual thrones fashioned out of icicles growing from the floor.

Then of course, there are the Drones. The royals aren't keen on outsiders finding out about them, but the average citizens have no issue with discussing such a casual, commonplace fact of life. The Drones are slave-servants who do all the actual work, but are not allowed to be seen on the surface and are relegated to their own underground tunnels. There must be hundreds of these miserable, starved, exhausted creatures living underground beneath the main city. At first you might think these are non-human creatures bred for slavery given how the natives talk about them, but they're very clearly as human as if they were from Earth.

Years ago, a test was devised by the planet's scientific elite, splitting society right down the middle. At the age of ten, anyone considered ugly would be classed as a Drone and stripped of their

rights. Unsurprisingly, these same scientists then unveiled their ability to master genetic engineering to make the highest bidder's family traditionally attractive permanently. Over the generations, the surface dwellers became simple-minded and docile, unaware of the full implications of what they were doing.

The rumoured "hill savages" are simply Drones who have escaped. These fugitives intend to free their people from slavery. The current plan is that the escaped Drones will sacrifice themselves in an attack on the main gates to focus all the guards' attention, while the main underground workforce will rise from the sewers and murder their oppressors.

Player characters will almost certainly side with the "uglies" and their revolution, but will they convince them to take a less risky plan, or even try to get them to be merciful to all but the royal family, desperate to keep the bloodshed to a minimum?

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Archipelagopolis

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Humanoids

TECHNOLOGY LEVEL: 5

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

BELSTAR *(Battle Planet)*

This wasn't your intended destination! Sure, the endless boulder-strewn fields might seem good for a picnic, but it won't take long until any given area is coated in a thick smoke, only bright laser beams cutting through it. Darting about to dodge them, you'll likely fall into one of the deep pits strewn about, some of which may well be bottomless! Yet some might lead to the subterranean areas where one of the planet's two sapient species live: the Debans.

The Debans are small golden creatures possessing not only beaks, but talons that grow from the centre of their chests as third arms. They awkwardly shuffle and sway as they move, unwilling to communicate via spoken word and preferring to physically jab others to get across what they want. Everything in their labyrinthine society seems to be made from gold, as it's such a plentiful resource in Belstar's caves as to be valueless to the natives. Their guardian/leader is the polite Ranon, a giant lizard with purple spikes protruding from his head. It can be assumed that he's a rare form of Deban bred into this leadership role. With a gurgling voice, he'll likely inform any prisoners that he used a homing link (oddly advanced, as it can pick up a TARDIS) to force the nearest spacecraft to land nearby, as the Debans are desperate for assistance in their war.

The war is fought against the Siros, who want full control over not only Belstar, but its sister planets of Lostar and Krisar. (What resources or cultural importance these planets possess is unknown.) The secrets that'll allow them to do so are kept in a shining blue stone formerly kept in the Deban's tower of Selsor, now relocated to the Crypt of Pimo in Siro territory. It's unknown if this stone contains technical/historical records, or is a potent energy source, or even both. The Crypt is in the Nomed (demon backwards, the TARDIS translation circuits are being a bit cheeky) Zone, an inhospitable place the Debans believe is invested with evil itself.

Siros are more standard bipedal humanoids who wear tight blue pressure suits with large silver spheres for heads, likely just helmets. They bear an astounding resemblance to the Ormazoids (see V178): perhaps Lord Darval (see V168) reverse engineered the Ormazoids from the Siros? Both sides possess unique weapons: the Debans wield Moisture Evaporators which can be set to render a victim unconscious (even if the experience is so

painful it feels like your soul is leaving your body) and the Siros have CP10 Death Rays. One bright yellow flash and a clean hit and you're turned to dust in seconds.

Still, there's so much unknown about these two races and their history that it's certain there's a lot more to their conflict than we're aware of. Could they represent two warring philosophies: spiritual vs scientific? Could they be manipulated by outside forces? Could their coveted blue stone have importance beyond this small solar system, and could even more factions get involved in the Belstarian conflict once they found out about it?

DEBAN SOLDIER

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 2, Resolve 3, Strength 3

Skills: Athletics 3, Fighting 3, Marksman 4 (AoE: Energy Weapons), Medicine 2, Science 1, Subterfuge 3, Survival 2, Technology 2, Transport 2

Traits: Additional Limbs (Taloned third arm), Alien, Alien Appearance, By the Book (Superstitious rituals), Obligation (Major: To their leader Ranon), Stubborn, Tough

Equipment: Laser Gun – L(4/L/L) damage; Moisture Evaporators – Range from S(S/S/S) to L(L/L/L) damage

Tech Level: 6

Story Points: 1-2

SIRO SOLDIER

Attributes: Awareness 2, Coordination 4, Ingenuity 2, Presence 3, Resolve 3, Strength 3

Skills: Athletics 3, Fighting 3, Marksman 4 (AoE: Energy Weapons), Medicine 1, Science 2, Subterfuge 2, Survival 2, Technology 3, Transport 2

Traits: Alien, Alien Appearance, Obsession (Major: Acquire territory and control over others), Stubborn, Tough

Equipment: Laser Gun – L(4/L/L) damage; CP10 Death Ray – L(L/L/L) damage

Tech Level: 6

Story Points: 1-2

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 1

SENTIENT SPECIES: Debans, Siros

TECHNOLOGY LEVEL: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



If you were from Earth, then you might find the Blue Planet oddly familiar. Not only does it share its proper name with a nickname for your planet, but everything on it is very close to being the same as Earth! In fact, there's one big, massive difference between it and your home, can you guess what it is?

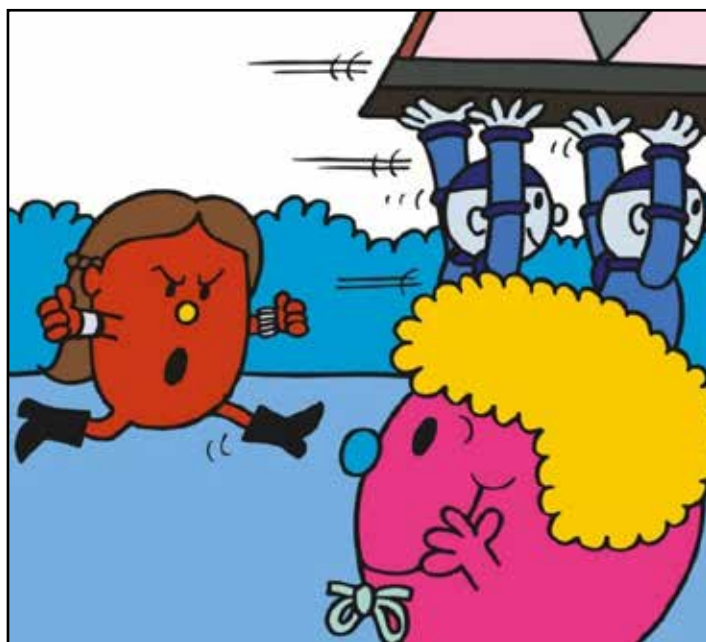
That's right, everything is blue! The grass and trees are blue, the dirt and buildings are blue. Heck, even the sky... oh. That's a little bit less exciting. Ahem. Before you get clever and inform me that some things are white and black, they aren't! Those are just very very very light or very very very dark shades of blue, in fact. Don't you feel silly! Almost as silly as those who would assume that Mondas was Earth's only twin planet, when there's an infinite universe of possibilities! (Don't be rude, we all repeat ourselves sometimes.)



Of course, you might think that the blue inhabitants of this blue world are all similar looking people with similar looking clothes. Well, while that's possible, it's much more likely that when our friends the Doctor and Peri arrived, they just happened to bump into one small group of people who happened to have similar taste. Oddly enough, a slightly longer duplicate of one earthly individual known as Walter the Worm seemed to exist. Could there be a blue you?

Of course, that could just be coincidence. It's entirely possible that this planet is the birthplace (or, given how we don't know when the Doctor visited, a future home) of the Crespallion race! A race which would include some people the Doctor would later bump into, like the workforce of Platform One and the Doctor's good friend... well, business associate, Dorium Maldovar! Of course, that isn't the only blue-skinned race the Doctor has met! Could it be possible that this is really the homeworld of the horrifying Stenza?!

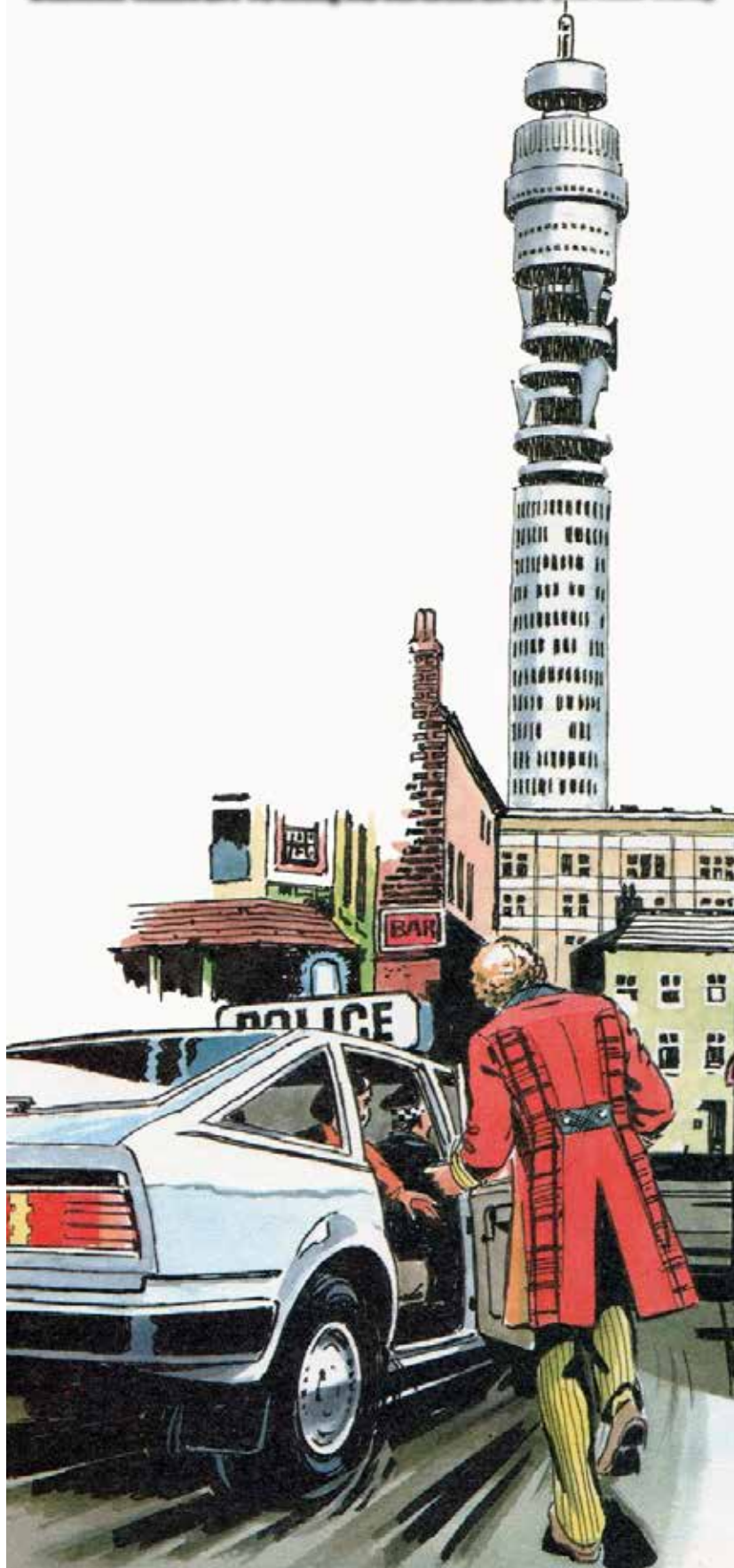
... suddenly, this place seems just a little less playful.



PLANETARY DATA

SIZE: Earth-like
GRAVITY: Earth-like!
LAND MASS: ...Earth-like
ATMOSPHERE: Earth-like?
CLIMATE: Earth-like, as it would happen
SATELLITES: One, how Earth-like!
SENTIENT SPECIES: Blue humanoids
TECHNOLOGY LEVEL: 12... only joking! An Earth-Like 5.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

BRITISH TELECOM TOWER, NOVEMBER 1986 (*The Radio Waves*)

On an otherwise normal morning in England's suburbs in November 1986, something very odd happened. Hordes of normal suburbanites started to move as one, the same dazed expression across their faces. They all slowly crowded into Westminster and remained there in an almost vegetative state for about an hour, after which they broke out of their trance and simply tried to ignore what had happened, returning to their homes and jobs. The police were completely baffled at the orderly nature of the mob, and wondered whether it was just some kind of test run for something bigger. All the affected people had one thing in common, a radio in their homes, but this is such a common household object that it's completely beneath suspicion.

The cause was a hypnotic signal being broadcast from the British Telecom Tower (formerly called the Post Office Tower but renamed in 1982). Oddly enough, it wasn't the first time it's been used for such a thing (see *The War Machines*). The Tower is currently undergoing renovation, and the workmen there are in a perpetual trance to stop intruders from making it far, if necessary, wielding blow torches and sledgehammers against them. It's the perfect cover, hidden in plain sight.

A week later is Thursday, November 8th, 1986: the state opening of the Houses of Parliament. Not only will every major politician in the country be in attendance, but so will the Queen and the rest of the royal family. It doesn't take much effort to put two and two together and realise that whoever broadcasts that signal is going to pull the same trick at the pivotal event.

It also doesn't take a great detective to realise that this plot comes from the twisted mind of the Master (see *V142*). His full plan is brutally simple: the entranced mob of suburbanites will grab their kitchen knives, spanners and garden shears to murder the royal family and key members of the government. The country will then descend into a chaotic state of murder, panic and power struggles, which the Master will bask in before broadcasting his hypnotic signals to every station in the nation. Then he'll simply announce himself as King of the United Kingdom, and the troubled minds of the citizenry will accept him.

While it may seem simple enough to corner the Master in the Tower and destroy his machine, he's sneakily managed to install a failsafe: at the push of a button, the entire top level of the Tower will spin wildly like a rotor at a carnival! Anyone in the room at the time must make a Difficulty 21 Resolve + Strength roll or become disorientated to such an extent that the villain can easily escape or turn the tables on his attackers. Anyone wanting to fight him may want to plan and come up with a way of stopping him from just running off to his TARDIS.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



Cygia-Rema is located far from Earth but only 5 light years from some of the Ice Warrior colonies established during the Martians' more peaceable period. It's a mountainous world where even the lowland peaks dwarf any found on Earth. Its orange sun casts a weird, cold light over a landscape of rocky outcrops. The terrain is tough for walking, so it's not surprising that life on Cygia-Rema is dominated by birds. There are also species of insects and reptiles, but nothing resembling mammals. Avosaurs, huge raptors the size of a small airplane, wheel in the frigid skies above the mountains, diving down to attack any prey smaller than themselves.

The sentient species on Cygia-Rema is that of the Vultriss (see V204), a race descended from birds but which over the course of their evolution have lost the power of flight. The Vultriss now have a society roughly analogous to the late Middle Ages in Europe and ruled by a monarch. The capital, like all Vultriss cities, is carved into the mountains and is home to the Royal Palace with its courtyard positioned on top of a cliff.

The Vultriss have domesticated the Kelpin, a species of flightless birds similar to an ostrich. Kelpin are trained to carry riders and to act as beasts of burden, and are used by the Royal Cavalry. But their meat is too tough to eat.

The Vultriss have legends of beings known as the Timordia in the Old Language (and Time Lords in the modern tongue), a civilisation that pre-dates their own. The truth of these legends is known only to a handful of Vultriss, and each monarch takes a vow of

secrecy before they are crowned. In a cavern deep beneath the capital, reached only by a secret funicular, lies Station One, one of three caves in which an alien artefact was long ago discovered. It's suspended in the middle of the cave and linked to the walls by several walkways. Two other similar artefacts have been discovered elsewhere, and Stations Two and Three were established to monitor them. For centuries, they were thought to be religious monuments. But a few months ago, Vultriss scientists discovered a temporal rip in space near Cygia-Rema and have realised that the three artefacts were created to prevent it from worsening. Even as it is, the rip is capable of drawing TARDISES off course.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The three artefacts were constructed by the Time Lords, back in the days when they were more relaxed about interfering in the affairs of the Universe, and the temporal rip may have been caused by an early time travel experiment gone wrong. The artefact in each of the Stations incorporates a Kontron crystal (see *The Sixth Doctor Sourcebook*). If even a single crystal were to be removed, the system they control would gradually deteriorate. Cygia-Rema would experience worsening earth tremors, and the temporal rip would finally split open, freezing the planet for eternity, the damage spreading to encompass other planets and star systems, until eventually half the galaxy would be destroyed.

HELPIN

Attributes: Strength 6, Coordination 3, Awareness 3

Skills: Athletics 3, Fighting 2, Survival 1

Traits: Fast (Major), Natural Weapon (Minor: Clawed Kick – Strength +2 damage)

PLANETARY DATA

SIZE: Earth-like

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Cold

SATELLITES: 2

SENTIENT SPECIES: The Vultriss

TECHNOLOGY LEVEL: 4

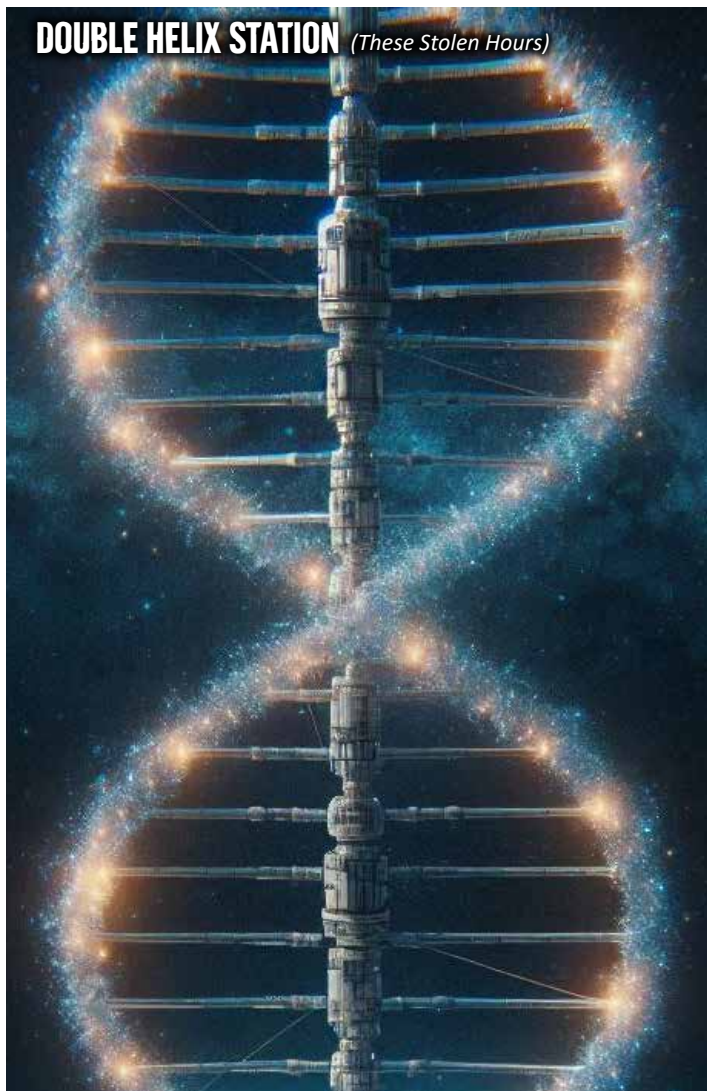
AVOSAUR

Attributes: Strength 10, Coordination 3, Awareness 5

Skills: Athletics 2, Fighting 3, Survival 4

Traits: Environmental (Minor: Cold), Fear Factor 1, Flight (Major), Keen Senses (Minor: Vision), Natural Weapon (Minor: Beak & Talons – Strength +2 damage), Size: Huge (Minor)

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

DOUBLE HELIX STATION *(These Stolen Hours)*

There's a unique time disturbance at the Double Helix research station. While primarily a standard enough DNA-centred biology research facility, visitors tend to be impressed by its unique design: it's shaped like a massive double helix, and although the floors are made of steel, the walls and domed ceilings are completely transparent! You can see the countless sparkling stars of space around you, as well as everyone else in the facility in the distance, like tiny dots walking up, down and upside down as the station rotates around itself in space.

The researchers are flummoxed, as two weeks of work has been done for them overnight! Exactly as they would have done it, unique handwriting and all. Only two individuals seem to be unaffected, Professor Artemis Vane (see A125) and her assistant Marty. Marty's smarter than you'd give him credit for: he's noticed that everyone else has been waking up with amnesia every morning only to be shocked to find the work they have done, as far as their memories reach back. For some reason, this point is two weeks ago. Two weeks ago? Why, that happens to be when Professor Vane came to the station.

The best and brightest of those who staff the station (including

some galaxy-class scientists!) have used the information available to them to conclude that this must be a virus and have placed themselves under quarantine. Unfortunately, they don't have access to the full facts: it's a parasitic infestation rather than a virus.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The station is teeming with thousands of parasites, only visible on a different temporal wavelength to ours, forms shifting like liquid under light. It's just as well, as the facility would be sent into hysteria if they could see the big crabs attached to their orifices... The creatures are so vast in number that they practically cover every surface and block out all the bright starlight shining in from space.

The crabs simply feed off a specific type of electrical pulse produced by the human brain, the one related to forming long-term memories. Hence, the induced amnesia effect inflicted on their victims. The parasites are frighteningly numerous, so even a group willing to take violent measures wouldn't be able to kill more than one before being completely overwhelmed.

The creatures are simply such a minor part of the Vortex's mysterious ecosystem that they've flown under the radar, even to those who try to chart it. Everything else is just more important! This underestimation might prove to be the crabs' greatest asset, as they're repulsed by the taste of Artron energy to the point that even one trip through time is enough to 'spoil the food', as it were.

Still, maybe it's good luck on the TARDIS crew's part that, of all places they've manifested, it's somewhere with as much equipment and know-how as the Helix Station. Although with the parasites inducing memory loss and the possibility of a full-scale panic breaking out, things might not be so easy.

DOUBLE HELIX STATION

Armour: 5 **Hit Capacity:** 20 **Speed:** 1

Traits: Scan, Transmit, Travel

Story Points: 3

INCISION PARASITE

Attributes: Strength 1, Coordination 2, Awareness 2

Skills: Subterfuge 2, Survival 4

Traits: Armour (5 points), Dependency (Major: Electrical impulse that creates memories), Fear Factor 2, Invisible (Special Bad: Hides on different temporal wavelength), Memory Manipulation (Major) (see *The Second Doctor Expanded Universe Sourcebook*), Psychic, Size: Tiny (Major), Swarm 7, Weakness (Major: Artron Energy acts as a deterrent)

THE EMIT INSTITUTE *(Reverse Engineering)*

The EMIT Institute is a very exclusive and highly confidential health clinic that operates in a remote part of Sweden in the early 21st Century. There are no roads to the Institute, and the facility has its own heliport to allow everyone and everything to be flown in and out. The Institute is luxuriously appointed and furnished. It has a 5-star restaurant, extravagant suites for its clients, and even its offices are more sumptuous than most homes.

EMIT's founder and director is Killian Holm, a geneticist who, twenty years ago, had been a university student with Professor Patricia McBride (see *V183*). Given the amount that his clientele pay for their treatment at the Institute, Holm is normally on hand to meet and greet new arrivals, and to deliver a short presentation to prospective clients. Holm's Head of Data Security is Tarek Gamal, a Scot whose responsibilities extend to include the physical security of the site.

The Institute is virtually unknown outside its client base. EMIT's website is frustratingly vague as to the services it offers, and it guarantees its clients their complete confidentiality and asks them to guarantee the same in return. The fees of its services are considerable, so clients are required to transfer the money in advance.

What EMIT actually offers is gene therapy. Killian Holm and his

scientists have developed a way to rejuvenate living cells. The therapy is able to recode the RNA strands to undo mitochondrial and nucleic damage and literally make somebody ten years younger. When they return home, their friends and family just assume they've had particularly effective cosmetic surgery or other conventional treatment, not that they are actually younger. The process is what gave the Institute its name: EMIT is TIME in reverse!

The only cells that the process can't be used on are those of the brain. The therapy can undo the effects of aging and disease but would return the contents of the brain to an earlier state, losing knowledge and memories. Holm's team haven't tested the limits of how much a person could be rejuvenated. It's certainly more than ten years, but Holm has decided that the visible effects of any more than that would raise unwanted attention.

Killian Holm's introductory presentation sounds plausible to the uninitiated. But to an expert such as the Doctor, it's just pseudo-scientific garbage and nonsensical technobabble. The process Holm describes just wouldn't work. Except that, down in the gene therapy suite, he has a time machine. Well, not a time machine exactly, but a device capable of reversing time, a reversion machine. Though with a few adjustments, it could be used to age a person instead. If examined closely, it's clear that all it does is

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

syphon off temporal energy from its surroundings and focuses it. Such a device is well within the means of human endeavour in this era. The real question is, where is it syphoning the temporal energy from?

And the problem is that the reversion machine is generating increasing amounts of temporal distortion, with a build-up sufficient to destroy the planet if it isn't stopped!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Holm is using the revenue stream from the wealthy clients of his rejuvenation business in order to fund a secret research project on the lower levels of the facility. His old research was into mapping the human genome. Over the past twenty years since he was a student with Professor McBride, he's made considerable progress. Holm has managed to isolate Neanderthal DNA from human genetic samples and has recreated a whole family group down in his laboratories, cloning them and using chimpanzees as surrogates. They're the only living specimens in existence for the last forty thousand years. Their sloping foreheads and short limbs are unmistakable!

But even this isn't Holm's true objective. Modern humans are a mix of *Homo sapiens* and Neanderthal DNA. As well as recreating Neanderthals, Holm has also recreated pure *Homo sapiens* without any Neanderthal DNA. Holm intends to roll time back to when the whole of humanity was pure *Homo sapiens*, not realising that such a time never existed. *Homo sapiens* DNA has always included some Neanderthal; before that, they weren't *Homo sapiens* at all. The creatures that Holm has created, the "pure" *Homo sapiens*, are savage and violent. It was only by mixing with the more peaceful Neanderthals that the species survived. Nevertheless, Holm believes that there are plenty of people who would pay

HILLIAN HOLM

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Convince 4, Knowledge 1, Marksman 1, Medicine 4 (AoE: Genetics), Science 3 (AoE: Biology), Technology 3, Transport 2

TRAITS

Arrogant
Bio Chemical Genius
Charming
Technically Adept
Wealthy (Major)

TECH LEVEL: 5

STORY POINTS: 6

NEANDERTHAL

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 2, Resolve 4, Strength 5

Skills: Athletics 3, Craft 3, Fighting 4, Subterfuge 2, Survival 4

Traits: Distinctive, Keen Senses (Major), Tough

Tech Level: 1

Story Points: 1-3

PURE HOMO SAPIENS

Attributes: Awareness 4, Coordination 3, Ingenuity 2, Presence 2, Resolve 5, Strength 4

Skills: Athletics 4, Craft 3, Fighting 3, Marksman 2, Subterfuge 2, Survival 4

Traits: Keen Senses (Major), Impulsive, Tough

Tech Level: 1

Story Points: 1-3

well to be able to create "pure" humans, free of mutations and imperfections. He's prepared to have people killed to keep his project a secret, and Tarek Gamal, his Head of Data Security, is paid well enough to do this for him.

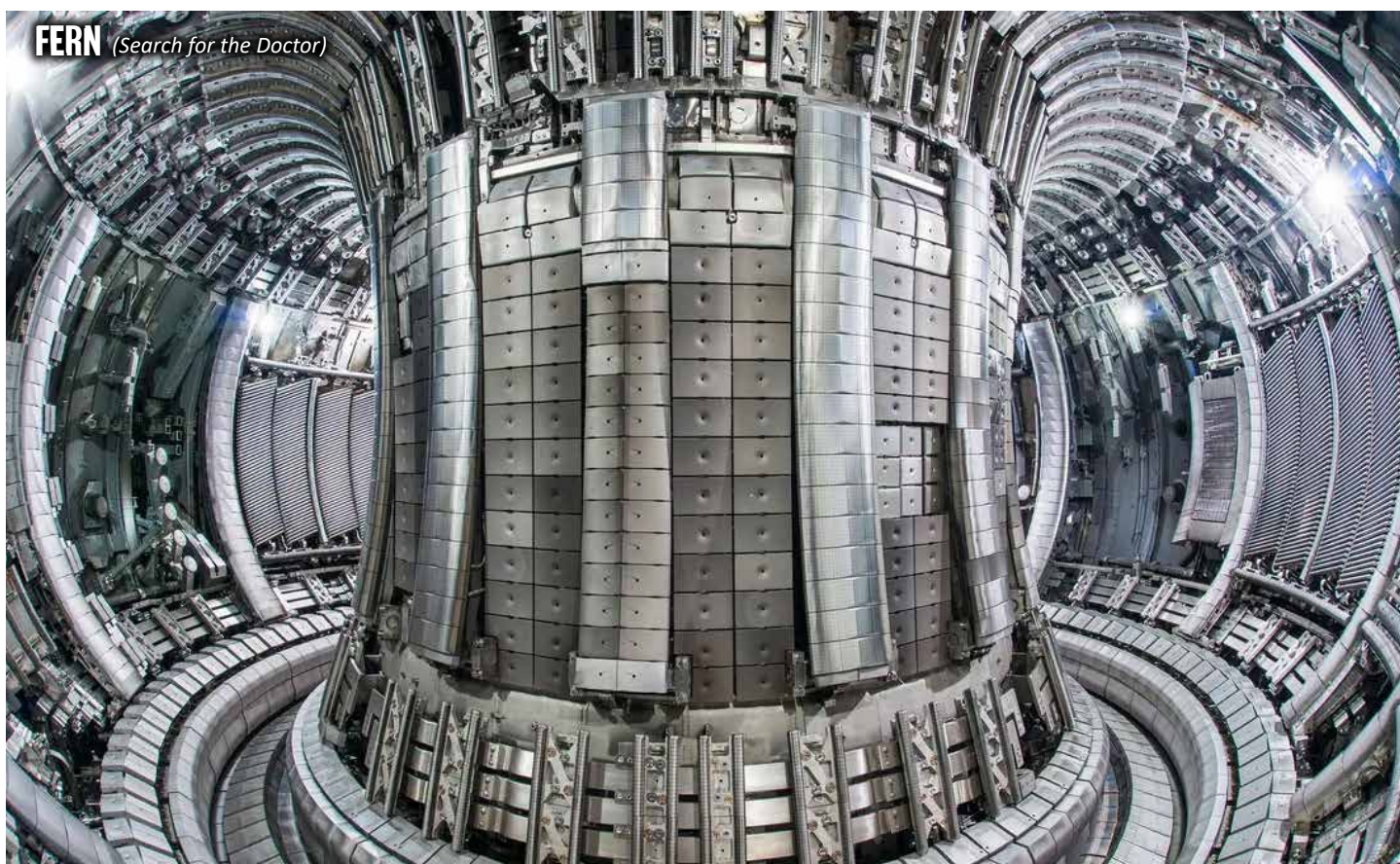
Holm's reversion machine is drawing on temporal distortion being generated in the caverns below the Institute, where years before, he discovered the remains of an alien spaceship. The ship has a temporal repair field, allowing it to reverse time to a point before the crash, repairing itself and resurrecting its pilot, the last member of a violent race called the Solloch (see V193). Once the Solloch has recovered, it will kill everyone it encounters!

REVERSION MACHINE [Special Gadget]

Traits: Healing Touch (Special), Restrictions – Only reverses aging; requires an external source of temporal energy

Cost: 4 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**FERN** *(Search for the Doctor)*

The Mojave Desert, Southern California, the United States of America, 2056. This is where the remarkable Fusion Energy Research Network is located, home to the most powerful fusion reactor ever conceived thanks to the efforts of thousands of the world's top scientists and engineers. The station consists of three key locations: the central base located on an even patch of dusty desert, the Spacelab located exactly ten miles above the main base and the fusion reactor located exactly ten miles beneath it. FERN generates just enough energy to power the entire country, even when not at full power.

The central base is several miles across and double fenced all around. Good luck making your way into it: the brutish paramilitary organisation hired to protect the station is itching for any excuse to use the missile launchers that ring the facility, as well as their automatic guns, Skyriders and Sky-Tanks (see G29). Their uniforms and vehicles are as black as their hearts, giving effective camouflage in the dark desert nights. They're so bloodthirsty, they have no issue with being ordered to execute their co-workers should they be deemed liabilities. How appropriate that FERN is situated so close to Death Valley!

Should you make it past the guards, as well as the radar, sonar and surveillance systems, you'll find that the base has been designed in the shape of a hexagon. Six radial roads meet at the centre of it, cleanly splitting the base into equilateral triangles. These triangles contain various grey mechanics' shops, runways, warehouses and staff accommodations. Worryingly, this includes prison cells

and a courtyard, where many researchers have been placed in "protective custody", being considered mad after having reported a roaming shadowy figure in the Spacelab. The base is almost always running, the exception being a forced shutdown during lightning storms to avoid interference.

At the centre of the hexagon is a large circular building several storeys high, emblazoned with the words "NO OVERFLYING" in orange, reflective paint. From it sprouts the illuminated supply shaft that ferries people and supplies to the Spacelab and back through incredible bursts of acceleration. The clear, glowing tube is a spectacular sight in itself.

The Spacelab is where most of the scientific study about nuclear fusion is done, although it also houses other labs with various focuses. It even has a laboratory dedicated to studying anti-matter! A giant torus spins around the Spacelab like a plate on

FUSION ENERGY RESEARCH NETWORK (FERN)

Good Traits: Advanced Technology (Anti-Matter Research Lab), Armoury, Defence Systems (Missile Launchers), Holding Cells, Laboratory, Lockdown, Minions (Research Staff; Security Force), Secure Base, Troops

Bad Traits: Dangerous Experiments, Isolated, Main Reactor, Ongoing Mission

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TIMELINE TUG-OF-WAR

During the struggle at FERN, Omega linked the Doctor's TARDIS to the station's energy supply. This granted both Omega and the Doctor the ability to psychically extend the TARDIS's time travelling capabilities outside of the machine, shifting the local environment through time with it. A battle of willpower ensued, wherein the wide desert plains encompassing the FERN station rapidly shifted between the spectrum of past and future, the two of them performing something of a tug-of-war with time itself.

Omega's personal choice of destination was the timeline where he had succeeded in his plan and created the People of the Dust, while the Doctor chose an unspoiled patch of land from prehistory. Anyone in the area who isn't a time traveller would just see the TARDIS disappear as usual; but anyone imbued with Artron energy would find themselves in a crazy shifting travelogue of rising and falling terrain, dodging dinosaurs and futuristic laser warfare alike as the temperature shifts between the Ice Age and the heat of the Earth's end!

If your game has a central hub of operations, such as a UNIT base or the Twelfth Doctor's university, situating the "tug-of-war" there would give the players some personal stakes in the proceedings. They could even find the People of the Dust located in an abandoned, future version of their own familiar haunt. If your game has contrasting villains, there's nothing stopping the opposing time periods from being two equally dangerous but different alternate futures. Just imagine shifting between Cyber-London and a Dalek Occupation!

a stick, stabilising it. Of course, the torus itself is a part of the facility and you can walk around within it. The main base glitters below while the constellations shine above, with the dark, clear desert in-between; some staff joke about getting the job just for the view.

Reached by elevator, the fusion reactor is located ten miles beneath the main facility and, by extension, exactly twenty miles beneath the Spacelab. The reactor itself is a segmented, stainless steel doughnut in similar shape of the Spacelab's torus, set within a massive red sandstone cavern. If an exceptionally large reactor test malfunctioned, then it would burn through the Earth's crust in seconds, and then just as quickly heat up the core until the planet was hotter than the sun! It's startlingly easy to cause this: one just has to introduce an impurity into the chamber, such as a hapless intruder.

In one potential far-future timeline long after an apocalypse, the remains of the FERN station are occupied by the "People of the Dust". Skin matted in a coating of grey ash, they've fashioned clothing out of rags and use old wind turbine blades as weapons, getting their heat from burning oily rags in food cans. They worship "Om", who is prophesied to bring them a "big circle from the sky"

and take them to a promised land, bountiful with food cans.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The big circle of legend is the Spacelab, and Om is the betrayed Time Lord Omega, who hopes to create a reactor explosion at FERN large enough to destroy the Earth and generate a "bridge of energy" to Gallifrey, effectively getting revenge on both.

In addition, should the nearby huge, underground lake make its way through to the FERN station and smash the complex to bits, another possible future would be created. (Or perhaps the People of the Dust's future would be pushed further back.) The valley would become a vast lake with only the main fusion centre remaining above the surface, refurbished into a memorial to those who had lost their lives. Row upon row of gigantic ceramic and metal water lilies operate a form of artificial photosynthesis, in a much safer way of generating energy than the initial design.

OMEGA'S SINGULARITY

By the point at which he fights the Doctor at FERN, Omega has developed his control of anti-matter to the extent that he can shoot anti-matter particles out of his hands (!) and steal the body of anyone touched by them. He describes this process as Singularity (no, not "a singularity", just Singularity), like the centre of a black hole where matter and anti-matter converge. By coating an individual in anti-matter particles, he creates his own Singularity around them: this gives him as much power over them as if they were in his own native universe. While it sounds like complete science-fiction nonsense, that's just a side effect of such a brilliant alien mind trying to simplify these ideas to fit within our primitive human understanding of things. Probably.

When Omega shoots sparkling anti-matter particles at a victim, they feel a surprisingly pleasant tingling sensation as they become intangible and weightless. They are unable to interact with the world of matter, and Omega may "wear" their physical body as if it were a costume. In game terms, this version of Omega has the Possess Trait, but he must succeed with a ranged attack against a target before he can possess their body.

Anyone in this state can make a difficulty 20 Presence + Resolve roll to extend their will and create a projection of themselves that, while equally intangible, those on the matter plane can see and talk to. This projection must be "trained" as if it were a separate entity, and cannot communicate in anything more complex than single, simplistic words. Those communicating with it must piece together the apparition's intention. The projection will likely be incomplete and unnerving: all the Doctor was able to create was a disembodied copy of his own head rolling along the ground!

THE 59TH CENTURY *(1st in Blood on Santa's Claw)*



Attention, religions of Naxios, this is Inquisitor Claus, number kappa-delta-twelve. This is a full notification that you are scheduled for investigation by CREED. You will submit all paperwork, documents, and articles of faith for inspection. Failure to do so will result in instant excommunication. Ho-ho-ho! And out.

The Doctor avoids visiting the 59th Century. Humanity has spread throughout countless worlds, and scientific advancements have made everything once thought miraculous completely banal and commonplace. Reincarnation, resurrection, walking on water... all mundane and easily available. With nothing left to be awed by, established religions and spiritual practices began to collapse. The Earth Government foresaw the damage that an ensuing wave of ennui could cause, and hastily decreed that if you felt strongly about something, anything, it counted as a religion. In one stroke, belief in nothing became belief in anything. Architecture and gardening, football teams and pop stars, old tv programs and authors, historical figures, conspiracy theories and coffee. All of these and anything else you could name was now a religion. Humanity was invigorated with new purpose: religions took to bioaugmentation, making them more closely resemble their objects of worship, and fashioned weapons and spaceships befitting their faith, such as Christmas worshippers whizzing around in rocket-powered sleighs driven by people who have made themselves look exactly like reindeer. The Doctor avoids visiting the 59th Century because it is a very silly place.

Predictably, Shakespeare worship was one of the first and most

popular of mankind's new religions. The average Shakespearean dresses in dinner-theatre-quality silk outfits, speaks in torturous cod-Shakespearean, and endlessly paraphrases the bard's work. Most choose a certain character or archetype that resonates with them and then fixate on behaving exactly as they'd be expected to: an Iago would openly brag about being a tragic character soaked in ambition and treachery, and a Cordelia would insist that she is defined by goodness and fealty. Many Shakespeareans insist on reading the text literally, with all of his clever allusion and metaphor stripped into blunt dogma. That said, not all religions are so eccentric; some Charles Dickens worshippers don't go further than swearing by his name.

As newfound religion spread throughout humanity, newfound religious intolerance wasn't far behind. Pre-empting this, Earth Government established an Inquisition, much like the Spanish Inquisition of old, to police religious disagreements with an iron fist. CREED: the Conclave for Religious Education, Enforcement, and Deification. Among CREED's rules is their Edict of Plurality, chapter four of which states that if two religions exist within the same community, the religion with the greater number of followers can claim precedence over faith-based activities and observances. In effect, religious minorities are legally subject to the prejudices and whims of majority faiths. A grading system is kept in place, and a region's Grade A religion instantly becomes a subaltern Grade B religion when a larger group settles in the area. This cruelty is a planned part of the system enforced by CREED's inquisitors, feared throughout the Galaxy for their brutality. Each

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CREED inquisitor looks the same, being an overweight older man with a long white beard, wearing a hooded red coat with big black boots. All answer to the same name: Inquisitor Claus.

Christmas worship is one of the most powerful and popular religions of the 59th Century, being the majority sect on Earth itself. CREED's inquisitor force is made up exclusively of Father Christmases, who act as the Tomás de Torquemadas to CREED's Spanish Inquisition. They do anything to enforce strict adherence to religious law, murdering and torturing any heretic who dares challenge order. All while still affecting all of the quirks and speech patterns one would expect of a Santa impersonator. Even majority religions who invite Inquisitors to their locations to punish enemies are quick to leave out glasses of milk, mince pies and carrots in a bid to appease them. Those without beards or rotund bellies wear fake whiskers and extra padding, which occasionally leads to impersonation if one has their uniform stolen.

They travel in small spaceships that resemble sleighs pulled by reindeer. Legally classified as animals, these reindeer are still fully sapient humans who have undergone surgery to get a perfectly accurate non-human appearance. Each sleigh's Rudolph even has a glowing red nose used for navigating through the darkness of space. Inquisitor Clauses may also be assisted by elves and carry sacks filled with equipment, including uniforms and violent torture devices. Pantheism isn't uncommon, and inquisitors may have additional modifications to represent other faiths they belong to. A Claus that worships the notion that the British Royal Family were alien lizardfolk may have large parts of his body coated in scales, and powerful crocodilian claws in place of hands.

An example of CREED's edicts in action is the woodland planet Naxios, in the Naxial system. An old, small colony populated by worshippers of *The Wind and the Willows*, who have all modified themselves to resemble Earth animals and wear tweed suits, as they believe that's what Earth animals wear. Once, they spent their days picnicking, boating on lakes and driving around in motorcars. When a group of Shakespeareans landed on Naxios, the Willows worshippers were suddenly a Grade B faith. Despite there only being seventy Shakespeareans to the hundred Willows, their religion allows them to count animals as being three-fifths of people, supposedly justified with quotes such as "That, for some vicious mole of nature" from *Hamlet* and "Curse this poisonous bunch-backed toad" from *Richard III*. They claim that there's even an entire play devoted to the taming of vicious, diabolical shrews! CREED sides with this literal reading of metaphor and legally enforces the active enslavement of the Willows.

Naxios has deep mines with glowing deposits of a distinct type of silver, one so reactive to its surroundings that it moves as if it were alive. It's too tricky for artificial intelligences to work with, so the Willows are turned into a slave labour force to mine it. Three Shakespearean Government workers oversee the mining operation: an Iago in charge of the Treachery Department, a Cordelia in charge of Goodness, and an unnamed old witch whose duty is to give out dire portents. While her visions are wholly accurate, the Witch insists on cackling and babbling like a

INQUISITOR CLAUS



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Fighting 2, Knowledge 4 (AoE: CREED Edicts, Torture), Marksman 2, Subterfuge 1, Survival 1, Technology 2, Transport 4 (AoE: Sleigh)

TRAITS

Authority (Major) – CREED Inquisitor
Distinctive – Santa Claus Impersonator
Ruthless (Major)
Voice of Authority

A pantheist Claus may have More Than Human and additional Traits, such as Natural Weapons (Minor) – Reptilian Claws: Strength +2 damage.

EQUIPMENT

CREED Inquisitor Sleigh [Armour 5, Hit Capacity: 6, Speed: 4. Traits: Environmental (Minor: Space), Flight (Major), Travel. Story Points: 4.]
Padded Santa Claus Costume [Traits: Armour (1 Point), Distinctive. Story Points: 1.]
Sack [Traits: Resourceful Pockets. Story Points: 2]

TECH LEVEL: 8

STORY POINTS: 3-5

hysterical old crone. The three enforce order with bespoke laser weapons named Shakespearean Cannons (see G28).

Things are heating up on Naxios: after the trio in charge of the mining operation called for an Inquisitor to help enforce their rule, he was found dead. A second was called to investigate the death of the first and was also murdered. The third inquisitor's body

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

has yet to be discovered: his corpse is currently in the mines, with two massive bloody marks on his head from being bludgeoned to death. The Shakespeareans believe that the Willows are trying to rise up and have imprisoned their de-facto leader, the pathetic and cowardly Mole, under the suspicion that he's behind it.

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Mole is in on things but hasn't murdered the Inquisitors himself. When the first Claus arrived on Naxios, his reindeer found themselves empathising with their fellow animals. Their Rudolph took charge and bludgeoned his Claus to death with his hooves. As each Inquisitor travels with seven reindeer, murdering the

three inquisitors lured to Naxios would legally push the number of animals on the planet over the number of Shakespeareans. While this would technically fit the letter of the law, CREED would bend their rules to avoid accepting the coup. Perhaps a different solution could be found, such as making the literalist Shakespeareans believe that the bard was in favour of treating animals with respect?

Unbeknownst to the Naxians, the silver mining is part of Project Wolfsbane, an Earth Government plot to fashion the living silver into weapons capable of killing the lycanthropic Were Lords (see V206).

RUDOLPH

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 3, Resolve 4, Strength 4

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

Traits: Alien Appearance (Reindeer), Authority (Minor: CREED staff), More Than Human, Natural Weapons (Minor: Blunt Hooves – Strength +2 damage), Run for your Life!, Sense of Direction, Trample

Tech Level: 8

Story Points: 1-2

THE WITCH

Attributes: Awareness 4, Coordination 2, Ingenuity 3, Presence 4, Resolve 4, Strength 1

Skills: Convince 1, Knowledge 3, Marksman 1, Medicine 1, Science 1, Subterfuge 1, Survival 1, Technology 1

Traits: Authority (Minor), By the Book (Cackling mad persona), Clairvoyance, Distinctive, Eccentric (Major), Friends (Minor: Other Shakespeareans), Obsession (Major: Shakespeare), Psychic, Ruthless Unattractive

Tech Level: 8

Story Points: 2

IAGO

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 4, Resolve 4, Strength 3

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

Traits: Authority (Minor), By the Book (Deceptive and treacherous persona), Distinctive, Friends (Minor: Other Shakespeareans), Menacing, Obsession (Major: Shakespeare), Ruthless (Major), Selfish

Equipment: Shakespearean Cannon (see G28)

Tech Level: 8

Story Points: 6

MOLE

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 2, Resolve 2, Strength 2

Skills: Convince 1, Knowledge 2, Medicine 1, Science 1, Subterfuge 1, Survival 3, Technology 1

Traits: Alien Appearance, Cowardly, Eccentric (Minor: *The Wind and the Willows* worship), Friends (Minor: Other Willows worshippers), Impaired Senses (Minor: Sight, having a -2 penalty on all rolls involving vision, -4 without his glasses), Marginalised, More Than Human, Sense of Direction

Equipment: Glasses

Tech Level: 8

Story Points: 4

CORDELIA

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 2, Resolve 3, Strength 2

Skills: Knowledge 2, Marksman 1, Medicine 1, Science 1, Subterfuge 1, Survival 1, Technology 1

Traits: Attractive, Authority (Minor), By the Book (Loyal and good persona), Distinctive, Friends (Minor: Other Shakespeareans), Obsession (Major: Shakespeare), Ruthless

Tech Level: 8

Story Points: 4



THE FREUDIAN SHIP *(Conflict Theory)*

Doctor Sigmund Freud, the Austrian neurologist credited as the father as psychoanalysis, is a questionable figure. While most acknowledge his influence in bringing the study from the fringes of academia to a pillar of modern psychology, he's also seen as a domineering quack whose pet theories about hysteria, hidden desires and the ego are downright harmful. Still, many are inclined to associate him with breaking new ground, even long after his widespread discreditation. Some such people are the minds behind the Freudian Institute, a far future organisation devoted to experimental psychoanalytic research. The Institute's claim to fame was constructing robotic therapists, supposedly infallible compared to mere human ones. The results were considered successful enough for them to staff a massive interstellar spaceship, dubbed the Freudian Ship, with a thousand of these robots... all of whom are built to resemble Doctor Sigmund Freud.

Each robotic Freud is designated by number, as each shares the man's appearance and signature accent, albeit tinged with robotic artificiality that matches the whirring of their limbs. Even the ship itself was designed to evoke Doctor Freud's work: it bulges out in space, a big, stiff, cylindrical object proudly standing erect. Of course, this is because it resembles a cigar, which Freud was famous for smoking. The ship's many large atriums are assigned alphabetical designations and often buzz with activity as clients from hundreds of planets across numerous galaxies converge. Fights may break out between people who all believe they're Napoléon Bonaparte; couples therapy gets messy when the parties are of different species; and a patient's inner demons may literally manifest, run rampant, and try to eat the others.

The robotic Freuds are well intentioned and finely made, even possessing a hivemind, but it's arguable how effective they can be when built in the image of such a discredited figure. Even though they may lack his worst aspects, such as his cocaine addiction, they fully believe in his theories. Brilliant robotic brains or no, their overconfidence and obsession with details can cause them to be easily led, fall for half-truths and build entire hypotheses under false pretences. Besides, everything usually comes back around to guilt and repressed desires with them. Some may think they're just know-it-all's lashing jargon together to sound impressive.

If you do book an appointment, you needn't worry about wasting your first few sessions just getting your therapist up to speed. Before your first meeting with a Freud, you're given a Biography

Crystal. These are conduits for psychic energy and are designed to quickly scan your entire mind, creating a backup of every single fact and figure that you'd be comfortable sharing in a first session. The Crystal is then placed in your Freud's chair, allowing him to access all that information in a moment. Biography Crystals can house vast amounts of information without problem; with the Doctor, one was able to access granular details stretching back hundreds of years into his past.

Sessions often consist of your Freud asking probing questions, giving word association tests and all manner of other stereotypical psychiatric activities. While they claim to uphold patient/doctor confidentiality, their hivemind allows them to interview multiple patients related to each other at once, cross-reference their perspectives and share details between them to provoke big, emotional reactions.

The Freuds go to extreme lengths to cure their patients, including practicing dangerous exposure therapy: if a patient has trauma from losing loved ones, why not make them think they've seen another die right before their eyes? One tool the Institute uses for these purposes is the Rorschach, an amorphous black cloud made of nanobots: if it envelopes someone, it can scan their subconscious to reveal their deepest desires.

The Institute believes that they're justified in using these unethical methods, given how traumatising some of the things floating around the Universe can be these days. For example, they often have patients concerned about the mysterious interplanetary invasion force known only as "The Complex" (see V147), who seem to mindlessly destroy important landmarks on various planets for no reason. Thank goodness the people of the Universe have the Freudian Institute to help them heal from the trauma of

THE FREUDIAN SHIP

Armour: 10 **Hit Capacity:** 30 **Speed:** 6*

Traits: Computing Power, Ongoing Mission (Treat patients), Travel

Story Points: 3

*Multiply by 100 and add the pilot's Coordination to determine Speed in space.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

such senseless, traumatic threats!

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The Complex are a product of the Freudian Institute. When they were designing their robotic therapists, they reasoned the best patients would also be robotic. These AIs were programmed with every single mental disorder and neurosis known to medicine. The Galactic Humanoid Rights Council forced the Institute to decommission the robots, but they found them too tantalising as test subjects and secretly forced them out on their own to form the Complex. The Institute is currently writing a paper entitled *Studies in the Psychological Aspects of Conflict Theory*, supposedly listing cases of societies where epidemics of low self-esteem create apocalyptic results. This is a list of places the Complex has destroyed, with each wrecked site making the paper seem even more impressive.

If the robot Freuds aboard the Freudian Ship note that a patient's disappearance will go unnoticed, they use the Rorschach to suffocate them and transmat them directly to the Complex mothership for indoctrination. There, a victim is trapped with nothing but bulky headphones endlessly spouting positive affirmations. With enough time, they will develop a dependency on the headphones, and a crippling inferiority complex will follow. This is done to ensure that the Complex always have enough numbers to exponentially bomb more cultural sites, making the Freudians' paper look more impressive.

However, the Complex are completely unaware that they're pawns in the Institute's game. If they realise this, they'd likely direct their contempt towards the robot Freuds who didn't cure them, and the creators who could simply remove their neuroses at any time. A full assault on the Freudian Ship would endanger its countless patients and visitors. The Freuds are arguably as flawed as the Complex, even if the Institute's misguided praise of Freud is to blame more so than intentionally designing them to fail. Why, if the Freuds felt a whiff of contempt towards the Institute, they'd get so wrapped up in pondering whether it counts as an Oedipal Complex that they'd shut down completely!

Now, tell me how that makes you feel.

THE RORSCHACH

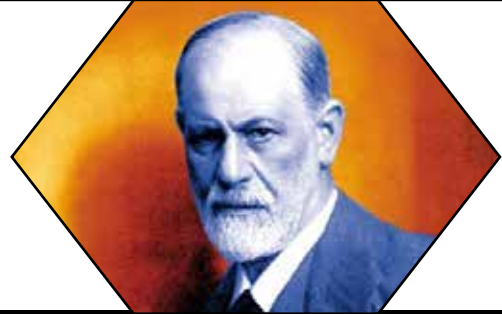
Attributes: Awareness 2, Coordination 1, Ingenuity 1, Presence 4, Resolve 2, Strength 3

Skills: Fighting 1, Subterfuge 1, Technology 1

Traits: By the Program, Environmental (Minor: Doesn't breathe), Flight (Major), Natural Weapons (Minor: Suffocating Body – S(S/S/2)), Psychic, Robot, Shapeshift (Special – The Rorschach is a cloud of black nanobots that can change shape into any configuration it wishes), Size: Huge (Major), Swarm 3

Tech Level: 6

Story Points: 2

ROBOT SIGMUND FREUD

AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS

Convince 4, Knowledge 4, Medicine 5, (AoE: Psychiatric and Psychoanalysis), Science 3, Technology 2

TRAITS

Dark Secret (Major) – Kidnapping patients for the Institute

Distinctive

Eccentric (Minor) – Clichéd psychiatrist mannerisms

Environmental (Minor) – Doesn't need to breathe

Friends (Minor) – Freudian Institute

Mental Calculator

Obsession (Major) – Cure patients

Photographic Memory

Robot

Weakness (Minor) – Programmed to fully believe Sigmund Freud's ideas, and cannot conceive of psychotherapy or treatments without them

EQUIPMENT

Biography Crystal [Traits: Data Storage (Can hold an unlimited amount of data on one subject), Transmit. Story Points: 2]

Cigar

TECH LEVEL: 6

STORY POINTS: 2-4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

GEMINUS *(Sibling Rivalry, Children of the Revolution)*

The Doctor knows Geminus for its fabled beauty and the great culture that beauty inspired. The Crystal Caverns are a particular highlight and the object of his visit to the planet with Flip Jackson (see A7) and Constance Clarke (see A4). The terrain near the caves is rough and hilly, but the journey is worth it for the natural wonder within.

The Doctor's timing, however, was a little off, as he arrived when the native Geminusians were engaged in a bitter civil war, with the Royalists under Empress Varia locked in a protracted conflict against the Republican faction led by her sister, General Treya. The Royalist banner bears the symbol of the prongflower, while their enemies follow the flag of the Republican crescent.

The Geminusians are a diminutive, purple-skinned people, at least two feet short than Flip (who is best described as petite), but they are otherwise human-looking. Empress Varia is even more diminutive than most of her people and speaks with a particularly squeaky voice. General Treya, though, doesn't share her sister's unusually small stature and talks with only the normal Geminusian slightly high-pitched tones.

The two warring factions have been fighting for years and there is no sign of any imminent peace. Each side is totally loyal to their

leader, and neither will easily betray their cause. Even when the entire planet is invaded by the Sixth Sontaran Battlefleet under the command of Battle Marshal Skurr the Invincible, the two sides are reluctant to unite against a common foe. The Sontarans care nothing for the civil conflict, seeing the Geminusians as two factions united in defeat. Perhaps it will take a neutral party to bring the two together and fight against the invaders.

But the arrival of two of the quintuplet Princes of Arunopal (see V187) in search of the Doctor adds yet another complication...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Why are the Sontarans here? What is the importance of Geminus to their war against the Rutans? It transpires that the mineral which forms the Crystal Caverns and gives them their purple beauty is hexacorite ore. In fact, hexacorite forms a remarkably high percentage of the mineral composition of the planet. It can be used to power teleportation devices, and Battle Marshal Skurr has already developed a prototype shortrange teleport device from the deposits his troops have already recovered. With all Sontarans troops equipped with such devices, they would have a significant tactical advantage against the Rutans. Skurr's orders are to strip Geminus of its hexacorite ore and then destroy the planet to prevent it from falling into the tentacles of the Rutans.

EMPRESS VARIA

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	1

SKILLS

Convince 3, Knowledge 2, Subterfuge 2, Technology 1

TRAITS

Adversary (Major) – The Republican faction
 Alien
 Alien Appearance
 Authority (Major)
 Size: Tiny (Minor)

TECH LEVEL: 5

STORY POINTS: 4

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Mainly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Geminusians

TECHNOLOGY LEVEL: 5

GEMINUSIAN RACE PACKAGE

Cost: 0 points

Attributes: Strength -1 (-1)

Traits: Alien (+2). Alien Appearance (Minor) (-1)

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**GUYENNE** (*The Queen of Clocks*)

The colony ship *Catherine de' Medici* arrived on the planet Guyenne several centuries ago. Its human crew were aided in establishing their settlement by the Clockwork Robots (see *The Tenth Doctor Sourcebook*) they had brought with them. A castle was built in the Medieval style in case of any local dangers, and for a while the colony thrived. But then, things turned bad. Crops failed, equipment broke down. It was as if nothing would work here anymore. So Queen Catherine of Guyenne sent the *Catherine de' Medici* off to search for a new planet for her people to move to, the ship's human and robot crew commanded by her son, Captain Philippe. They are yet to return.

By that point though, the humans didn't understand their technology, leaving it to their droids to use and repair it, and those droids left on Guyenne were still programmed to maintain the ship, even though it was no longer there. First though, they needed to replace the droids which had gone with the *Catherine de' Medici*, and the only resources they had available for this were the colonists themselves. The Clockwork Robots began attacking the humans, using them to build more of their kind, which became known as Droid-Spawn by the humans.

The surviving humans barricaded themselves inside the castle and have remained there ever since, waiting for the return of Captain Philippe. Within the castle, the stone walls have clocks of all

QUEEN CATHERINE

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	2	STRENGTH	5

SKILLS

Convince 3, Fighting 1

TRAITS

Alien Senses – Always knows the time to the second
Amnesia (Minor)

Authority (Major)

By the Book

Dark Secret (Major) – Even though she doesn't know it, Queen Catherine is a clockwork robot
Dependency (Major) – The robots are automatically reset every midnight, which also enables their automatic winding mechanisms; without this, they will run down

Robot

Technically Inept

EQUIPMENT

Sword of Nomon (her symbol of authority):
Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Clockwork Robots

TECHNOLOGY LEVEL: 2

shapes and sizes embedded in them, all linked to the Master Clock, an enormous chronometer housed in the Clock Tower. Time governs the Master Clock, and the Master Clock governs all the others. But apart from the clock mechanisms, all other sources of power have failed. Batteries are long dead; generators have no fuel; and the humans no longer have the knowledge to be able to replace or recharge them. As of two days ago, the food has also run, and the kitchens are cold and cobwebbed.

Like all her people, Queen Catherine is obsessed with time. Time must be strictly kept and monitored. Her Royal Clockmaker Harbolt and her Clockmaidens are all charged with continually checking the clocks in the castle to ensure they are running smoothly and

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

correctly. What they would or could do if they weren't is unknown as, despite his title and his workshop full of old mechanisms, Harbolt knows nothing about how clocks or any other technology work. Neither do the Clockmaidens such as Lady Eleven O'Clock and Lady Midnight, though they do have a seemingly inbuilt sense of time, down to the precise second. The main responsibilities of everyone in the castle are to keep the Master Clock ticking and to prevent the Clockwork Robots getting in until Captain Philippe's return.

Outside the castle, an army of several thousand Clockwork Robots lays siege, all trying to breach the castle walls to get to the humans within. They too are linked to the Master Clock, and every midnight it sends a signal which resets all the droids. For around forty-five seconds they shut down, then return to their programmed positions before starting up again and resuming the siege. If the Master Clock's signal could be interfered with at the stroke of midnight, perhaps the droids could be shut down permanently. But nobody in the castle is able to do this – or indeed would be willing, as time is sacrosanct here and changing the Master Clock in any way is forbidden.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The reason for the castle inhabitants' obsession with time and their ritual checking of the clocks is that this behaviour was instilled in everyone as a failsafe back in the early days of the colony. If the ship, the droids and all the other equipment are linked to the Master Clock, and that to all other clocks, time running askew would act as an early warning of a systems failure.

If the correct equipment can be found and a power source located, it might be possible to try to contact the *Catherine de' Medici*. If successful, a message from Captain Philippe to his mother can be heard, advising that they have found a paradise planet, New Guyenne, and that the ship will arrive at 01:37 tomorrow to collect everyone. Unfortunately, what cannot be discerned is that this message is over sixty-seven years old and has been stuck like an unread email since it was sent. When the *Catherine de' Medici* arrived back in orbit to collect their fellow colonists, they detected no life-signs from the planet below. They didn't land to investigate further, deciding that it would be too distressing for the crew. So they left in the knowledge that their friends and relatives were already dead.

The truth is that the Clockwork Robots overran the castle decades ago, killing the inhabitants and using their bodies for parts to build new droids. The castle's current occupants are the Droid-Spawn that they themselves fear; they just don't know it. They each tick softly, but this tell-tale is drowned out by the sound of all the clocks in the castle. Every midnight, when the Master Clock sends its signal, the Queen and her people all reset along with the droids outside the walls. All are programmed to repair the castle, after which they resume their positions and restart. Thus any attempt to broadcast a signal to permanently deactivate the Clockwork Robots will also deactivate the castle's population.

CLOCKMAKER HARBOLT

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	5

SKILLS

Convince 2, Fighting 1

TRAITS

Alien Senses – Always knows the time to the second
Amnesia (Minor)

By the Book

Dark Secret (Major) – Even though he doesn't know it, Harbolt is a clockwork robot

Dependency (Major) – The robots are automatically reset every midnight, which also enables their automatic winding mechanisms; without this, they will run down

Obligation (Major) – Serving the Queen
Robot

Technically Inept

TECH LEVEL: 2

STORY POINTS: 4

CLOCKMAIDEN

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 4, Strength 5

Skills: Athletics 1, Convince 1, Fighting 2

Traits: Alien Senses – Always knows the time to the second and can hear the Master Clock in their minds, Amnesia (Minor), By the Book, Dark Secret (Major) – Even though they don't know it, the Clockmaidens are clockwork robots
Dependency (Major) – The robots are automatically reset every midnight, which also enables their automatic winding mechanisms; without this, they will run down, Obligation (Major) – Marking the time, Robot, Technically Inept

Tech Level: 2

Story Points: 2-4



THE ISHTAR INSTITUTE *(The Baby Awakes)*

"I'm Director Balan, head of the Ishtar Institute. Please, help yourself to some Martian champagne while we walk to the nursery. Is it just you two? No nosy relatives who wish to have their own say? Doctor Cordeline is the one you'll work with during the process, but she presently has her hands full with other clients... Look here, through the window. This is Jana and Kren Bleak, and that's Jana's mother, Fecunda. They're currently doing the Christmas Dinner simulation, so you shouldn't have to wait long... Ah, they've just finished with their two potential children."

Founded in the mid-59th Century (see L107), the Ishtar Institute is an Earth Government-funded program offered to the particularly wealthy. The facility borders a forest and a particularly rich neighbourhood, with a beautiful artificial sky projected overhead inside a large forcefield dome encompassing the entire Earth, to protect it from solar flares. The Institute's neighbours are so rich, they can afford to pay a million credits for the moon to wink at them on their birthday. It's a good thing they're so wealthy, as more ethically conscious clients might be uncomfortable with the Institute's purpose, that of allowing parents to meet simulations of their future children, and choosing the most desirable ones to be born.

"'Eugenics' is such a nasty, loaded term full of bad faith. We prefer 'Designer Babies'. After all, who wants to worry about the stress of how your child will turn out, when you can simply choose an agreeable one before they're even born? It's just like picking a new piece of furniture out of a catalogue."

Prospective parents provide DNA samples, which are spliced into a blank egg. The egg is then placed into an incubator shell. The shell is usually a featureless robot, but when an egg is carefully placed into its core chest cavity, it artificially ages the egg into an embryo and shapeshifts itself into what the embryo would grow into. The embryo is entirely viewable through a transparent plate. The shells are infinitely variable, which means they can accurately simulate children who inherit extreme traits from their parents. In this century, bioaugmentation is commonplace. The robots have no will or AI of their own but instead adopt the mannerisms

of the embryo they contain. The algorithm calculates how it would develop as an individual, including both nature and nurture, by simulating probable versions of time spent with their parents to fill in the gaps. Anyone with control over the shell's vocal interface can get it to shift forwards or backwards to a different age, though anything over eighteen is outside of the Institute's purview.

"Skipping ahead to the teen years does take a moment, as there's a lot of detail to stimulate. Even if you're only interested in one child, testing out multiple siblings at a time helps speed up

the process... Oh, see, the Bleaks have thrown away one child and kept the other. The nursery is a state-of-the-art holosuite and simulates locations and characters up to a mile away for maximum accuracy. You'd have to really run to hit the wall. That fire is real enough to burn... if we didn't have safeguards on, of course. Clients typically go through scenarios by age: starting with playing with them as toddlers at the beach or reading bedtime stories. Then you can move onto birthday parties, joining the scouts and school nativities, a grandparent's funeral... Christmas dinner as teenagers is usually the decider. Look at how upset the Bleaks are at their son's disrespect! Oh, I believe they've just said the safe word."

A client's incubator shell robots are given a safe word that shuts them off, as a signal to the staff to power down the current simulation, and usually means a child has been deemed unsatisfactory. Upon hearing the safe word, the robot returns to its blank, dormant state. Safe words can be anything of the client's choosing, though most simply go with their surnames. There is only a short list of blacklisted words, all of which have to do with Christmas as they're likely to crop up in the Christmas dinner simulation. When a child is a success, a large epidural anaesthetic gun is used to sedate the parent who will have the embryo placed into their womb.

"What do we do with rejected children? Oh, it's all very sound, a simple matter of removing the embryonic material from the robot. The incubator shell doesn't actually age the egg, nor do any naturally born children retain any memories from their time within it. The egg is returned to its base state as a mess of DNA cells, and disposed of. All very humane and quick, I assure you. Now, which scenario would you like to run first?"

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Director Balan is lying: he doesn't dispose of the rejected embryos; he sells them to the Earth Government's military for a large profit. After implanting a rejected egg into a surrogate, they're left with

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

an off-the-books orphan they run through whatever unethical super-soldier experiments they like. Twenty of these experiments have survived into adulthood and make up a platoon, each a cybernetic killing machine with liquid mercury running through their veins. Each has powerful blasters in their arms and battle computers in their brains, and smells of engine oil. As a measure to prevent a coup or an escape, these cybernetics have also been outfitted with dormancy protocols activated with a safe word, typically the one the egg's incubator robot used in the Institute. The Earth Government military has a nasty sense of humour. The platoon is part of the highly classified Project Wolfsbane, Earth Government's plan to kill the lycanthropic Were Lords (see V206).

Shreela, a member of the platoon, has managed to escape. Furious over her abuse, she wants to destroy the Ishtar Institute and everyone inside. This wouldn't solve the problem of its existence, as Earth Government could always rebuild. Making irrefutable evidence of Balan's dealings public would instead force them to shut down the initiative entirely. While Shreela can record everything she sees and upload it into every news broadcast simultaneously, she may be blinded by her desire for short-term revenge.

On top of that, the babies produced by the Institute can vaguely remember their time spent in the incubator shells, and Shreela's enhanced recall makes her memories crystal clear: her mother Fecunda Bleak cared for her in early simulations, only to discard her when she sang poorly in a school nativity. Fecunda replaced Shreela with Jana, another daughter who performed better, who is now old enough to be currently visiting the facility with her husband in tow to try out the services. Fecunda feels no regret, though Jana would be existentially horrified by it all. Their presence would make it even harder for Shreela to remain calm and stick to a better plan than murdering everyone. Balan recalls Shreela's safe word, which is Abraxas, and would shut off her cybernetic lungs, meaning she could die if left dormant for too long.

But that's not all. There's one blacklisted safe word that doesn't fit the list's Christmas theme, and that's Rumpelstiltskin. Director Balan hasn't noticed this incongruity, like how he hasn't noticed

that he doesn't know how old he is, and that he's been running the facility for generations yet still only looks forty. Balan himself is an embryo within an incubator shell, planted inside the Institute by the military to facilitate their deal in the first place. He is unaware of this and learning of it might push him over the edge.

INCUBATOR SHELL ROBOTS

Full stats for an incubator shell robot have not been provided as their infinitely variable bodies result in unique Attributes and Skills depending on its egg's parental DNA sources. Generally, they will have around average stats for their parents' species relative to their age: a shell incubating the egg of two humans will likely have averages around 2, 3, and 4 in their Attributes if they're adults, while it will have lower stats if set to a younger age.

All active incubator shell robots have Environmental (Minor: Doesn't need to breathe), Immortal (Major: Robot body doesn't age and egg can be implanted into a new incubator shell), Robot, Special – Accelerated and Reverse Ageing (Can be instructed to change their age as required, with changes to stats as needed) and Weakness (Major: Hearing a bespoke safe word will cause their body to shut down completely and become an immobile blank shell).

They will also inherit Traits from their DNA sources. This typically includes genetic Traits like Distinctive, Face in the Crowd and Special or Alien Traits, but the shell's algorithmically simulated years of life experiences add Traits that could be learned from their parents, such as Argumentative, Indomitable or Insatiable Curiosity. This algorithm will likely generate at least one mundane Trait that isn't shared by their parents, such as Brave, Clumsy or Unadventurous (Minor). Eggs containing even half of their DNA sample from particularly powerful species such as Gallifreyans may result in the shell's personality having enough control over their DNA to bypass the safe word's deactivation protocols entirely.

DIRECTOR BALAN

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 2

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

Traits: Authority (Minor), Dark Secret (Major: Selling embryos to military), Environmental (Minor: Doesn't need to breathe), Immortal (Major: see text), Robot, Selfish, Special – Accelerated and Reverse Ageing (see text). Wealthy (Major), Well Mannered, Weakness (Major: Hearing the word Rumpelstiltskin will cause his body to shut down completely and become an immobile blank shell)

Tech Level: 8

Story Points: 6

SHREELA

Attributes: Awareness 5, Coordination 5, Ingenuity 5, Presence 5, Resolve 6, Strength 5

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

Traits: Cyborg, Emotional Complication (Major: Being rejected by her mother and turned into a super-soldier), Menacing, Mental Calculator, Natural Weapons (Major: Arm Canon – 6(3/6/L) damage), Record (Minor), Scan (Able to interface with electronics), Weakness (Major: Hearing the word Abraxas will cause her cybernetics to shut down completely, including her lungs.)

Tech Level: 8

Story Points: 4

THE JANAVAR MEMORIAD *(Piece of Mind)*

"Memoriad" is common terminology in advanced galaxies, referring to a graveyard housing digitised consciousnesses of the deceased instead of their physical remains. While a memoriad could consist of a room housing a large computer, some are grand buildings designed to honour the memory of their digital, sleeping souls.

One memoriad has stood for ten thousand years. It houses the consciousness of the Janavar, an extremely ancient species almost completely lost to time. Grand in scope, the memoriad is a gigantic complex hundreds of levels high. Lacking any sense of morbidity, it contains landscapes of picturesque hills, bubbling brooks, symmetrical gardens and plentiful orange trees, collectively referred to as the Groves of Remembrance. This tranquillity is only broken in an emergency, when the complex's computer blares updates over a PA system. The memoriad is maintained by the grave-tenders, a human-like race artificially created by the Janavar. The Memoriad's director is Keeper Zor, a grave-tender who has held this position for over a thousand years.

The grave-tenders lack any information about their creators, despite their impressively long lifespans. All they can recall is that the memoriad was created sometime after the Janavar died out. They've inferred that the Janavar must have had a wise and great culture to warrant such a wonderful resting place. The grave-tenders are forbidden from contacting the Janavar's digital consciousnesses, as they believe themselves to be inferiors. At the Memoriad's inception, the Janavar's physical remains were turned into fertiliser which remains plentiful and in use. The grave-tenders avoid mentioning this to outsiders, as they recognise that

it's a bit ghoulish.

Despite bordering a solar system of twelve densely populated planets, the memoriad almost never has visitors, and the grave-tenders don't typically visit other worlds. They're not completely isolated, with one young grave-tender named Hayat notably enamoured with heroic stories of the Doctor.

The memoriad's grave-tender guards carry one-handed automatic guns, despite the unlikelihood of an attack. Their only off-world transport is in the form of Warp Scout Ships, infamous for being small one-seaters with weak lasers and low oxygen capacity. While the Warp Scouts do have impressive weapons and features, such as making large barriers to block other ships or miniature wormholes, these can only be used when two separate Warp Scouts activate them simultaneously.

WARP SCOUT**Armour:** 4**Hit Capacity:** 12**Speed:** 5***Traits:** Forcefield (Major: 2 levels)**, Scan, Transmit, Travel, Teleport****Weapons:** Laser – 5(2/5/7) damage

*Add the Pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space

**Can only be activated if two ships coordinate and do so simultaneously

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

KEEPER ZOR

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Convince 2, Craft 1, Knowledge 2, Marksman 1, Medicine 1, Subterfuge 3, Technology 2, Transport 1

TRAITS

Authority (Minor) – Memoriad Director
Dark Secret (Major)
Distrustful
Obsession (Major) – Restore Janavar Empire
Single-Minded (Minor)
Technically Adept
Voice of Authority

EQUIPMENT

Sub-Machine Gun: 5(2/5/7), see *Defending the Earth: The UNIT Sourcebook* for more detail on automatic weapons

TECH LEVEL: 6

STORY POINTS: 6

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Keeper Zor is the only one who knows the truth of the Janavar: they weren't a wise and peaceful species worthy of silent celebration, but a violent empire of crazed tyrants. Their empire spread across their galaxy inflicting horrific cruelty, memories of their acts surviving as frightening bedtime stories in the memoriad's solar system. The original grave-tenders didn't create the memoriad to honour the Janavar, but to imprison them, its beauty an attempt to use the tyrants' remains to create something positive for the Universe. Likewise, the grave-tenders forbidding their future generations all communication with the consciousnesses wasn't out of respect, but of fear that they may be manipulated into restoring the former empire.

Like all other grave-tenders, Zor has been so conditioned to see the Janavar as his superiors that he believes it's his responsibility to place their consciousnesses into new bodies. He has been searching for an end to this for many years, not realising that the Janavar will feast on his flesh the moment he's redundant. The Janavar are crafty and strong-willed, once even surviving their own sun being blown up! If their consciousnesses are placed in an already inhabited body, they'd almost certainly be able to overpower the original occupant.

JANAVAR CONSCIOUSNESS

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	N/A

SKILLS

Athletics 4, Convince 1, Craft 1, Fighting 4, Knowledge 3, Marksman 1, Science 1, Subterfuge 1, Survival 3, Technology 3

TRAITS

Fear Factor 1
Single-Minded (Major) – Restore Empire
Special: Computer Program – Has no physical existence and cannot be harmed by conventional means
Ruthless (Major)

TECH LEVEL: 6

STORY POINTS: 2-6

As remote as the memoriad is, there are many individuals who could work with Zor to help resurrect the Janavar, depending on if he keeps up the lie of them being peaceful or is honest about his intentions. One example is Callista (who will be covered in detail in a future sourcebook dealing with Torchwood), who wishes for her android people to host souls in order to gain legal recognition of their sentience, and would imagine that the peaceful Janavar would make wonderful providers.



KOTURIA *(Something Borrowed)*

There's no room for subtlety here: some of the first Koturian space travellers led an expedition to Earth in the late 20th Century and were so bedazzled by the glitz of Las Vegas (as well as the latent money-making potential in the city devoted to excitement and games of chance) that they ran with the concept on a much grander, cosmic scale. About two hundred years later, they'd completely remodelled a major area of their planet into an expanded recreation of the famous American city. Most buildings even have direct analogues, such as the Sahara and the Flamingo! The main area is known as the Swathe, MUCH more expansive than a mere strip! Here's hoping the Earthlings don't sue for copyright infringement when they enter the greater galactic community.

The planet rapidly became one of the richest in the entire solar system, with countless species parting with their money over games of chance played in buildings with gaudy palettes and neon. If anything, their cultural appeal of bright colours outshines even the original Las Vegas!

The first quirk of the native's biology you'd be likely to notice is their natural hair colours. Oh, of course you'll find standard humanoid types, like brunettes, blondes and gingers, but you'll also catch glimpses of lime green, bright yellow, deep purples... shades you'd only see at punk rock concerts back on Earth! Everything across the colour spectrum, in fact.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Koturians, countless visiting races

TECHNOLOGY LEVEL: 6

In complete contrast to Vegas's tacky weddings, Koturian weddings are known for being the finest in the galaxy! If you were to visit one of their gorgeous chapels in the middle of a ceremony, you'd notice the second major biological quirk of the Koturians: under the gigantic urns of flowers and officiated by an impersonator of famous American King, Presley (well, they couldn't get every detail correct), the two betrothed hold a glittery purple Imori Stone together and after a giant burst of light... through the power of love itself, they've completely changed their physical appearances! Well, the energy latent in the stone merely provides a reaction in their metabolism which happens to be activated by a heightened state of romance... but yes, technically, the power of love. The two partners are the first to see the other's new face as they begin their new lives together; now you see why romance is very serious to the planet's culture, expressing disgust is sacrilege!

The process works even with just one Koturian and an off-worlder, even if Koturians are the only ones capable of using the ritual's regenerative powers. All the procedure truly depends on is if both parties feel genuine love for one another.

In contrast to the regeneration offered by the Time Lords, this "phasing" can only be done once, and during a small window of time in a Koturian's prime, although this seems to just be cultural superstition. Also unlike the Gallifreyans, Koturians have a notable degree of control over the phasing, and have the ability to be make themselves objectively more physically and mentally efficient.

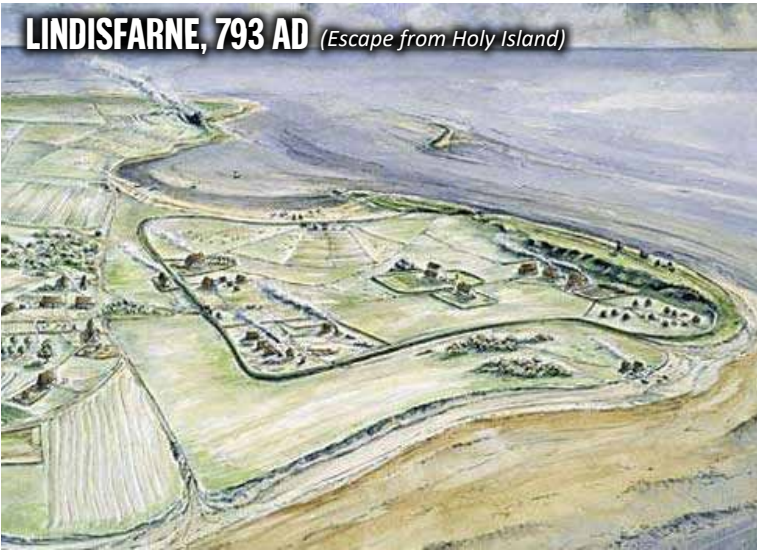
KOTURIAN RACE PACKAGE

Cost: 1 point

Traits: Koturian Regeneration* (+2), Eccentric (Minor) (-1); Koturians with bright hair colours also have Distinctive, which reduces the Race Package cost to 0

*Koturian Regeneration works the same as Time Lord Regeneration but within the limits described in the text. They also receive D6 Picks in addition to any Rerolls or Picks they might gain as a result of their Regeneration Roll, the same as a Time Lord with Tailored Regeneration.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LINDISFARNE, 793 AD *(Escape from Holy Island)*

Peri has appointed herself “sergeant-major” and, with Herbert’s help, is trying to rouse the monks to prepare for the defence of their home. Most, however, are unworldly and have no experience of fighting. Some are pacifists, others are cowards, and the only weapons they have are the tools they use in the gardens and for the abbey’s upkeep.

There is one monk who bucks this trend though, and who will prove himself in battle against the coming raiders. A Scot by birth, Brother Marcus is an angry man, viewed as unsavoury by his fellow monks. In his youth, he was violent, but the Lord has given him a second chance and put him on Lindisfarne for this day, to protect his brothers armed with a spade. Although Marcus has more to atone for than most monks, he is a good man to have on your side in a fight!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

In this year fierce, foreboding omens came over the land of the Northumbrians, and the wretched people shook; there were excessive whirlwinds, lightning, and fiery dragons were seen flying in the sky. These signs were followed by great famine, and a little after those, that same year on 8th ides of January, the ravaging of wretched heathen people destroyed God’s church at Lindisfarne.

-The Anglo-Saxon Chronicle

Lindisfarne is a small island off the coast of modern-day Northumberland, near to the border between England and Scotland. It measures only three miles across at its widest point and is less than a mile from the Northumbrian coast. In modern times, it is joined to the mainland by a causeway which appears above the sea at low tide, but in previous ages, this was a pilgrim’s path through tidal sandbanks and mudflats.

An abbey was established on Lindisfarne in 634 AD, giving it the alternative name of Holy Island. But on June 8th, 793 AD, it was burned to the ground, a catastrophe usually attributed to raiding Vikings. The Doctor, Peri and young H.G. Wells (see *The Sixth Doctor Sourcebook*) arrived on Lindisfarne on this day to investigate strange stratospheric chrono-energy readings and perhaps aid the monks in the coming disaster. Although the burning of the abbey is a fixed point in time, the Doctor hoped to be able to do some little good and save lives.

BROTHER MARCUS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 4, Knowledge 2, Survival 2

TRAITS

Argumentative
Brave
Impulsive
Stubborn
Tough

EQUIPMENT

Spade: Strength +2 damage

TECH LEVEL: 2

STORY POINTS: 4

ST CUTHBERT’S STONE

The gemstone must attach itself to a sentient being for them to be able to see its visions of future events. If it’s removed from St Cuthbert’s palm, it will seek to fuse itself to whoever next handles it, granting them Precognition and Special Good – Incorruptible Flesh (the latter making them immune to most diseases and decay, even after death). Removing the stone from a living person requires a Difficulty 18 Awareness + Medical roll to avoid them taking 2(1/2/3) damage, depending on the level of failure.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

LUCIDUS SILVARA *(Wink)*

The planet Lucidus Silvara is a world surrounded by a thousand cold suns, the heat from which is turned to light. This makes for a constant ambient temperature, though there is a blistering but short Summer. The whole planet is normally in a state of complete whiteout, with the light too bright for normal vision to be able to see anything. There is a brief annual eclipse, a happy conjunction of planetary rotation and celestial alignment during which the planet is thrown into shadow for a few short hours. In the resulting twilight, the beauty of Lucidus Silvara is revealed, a sylvan world with a single small city.

The city is enclosed within a wall made from a local rock called smoothstone and protected by automatic gates. The smoothstone is reflective enough to act as a mirror. This is fortunate, because standing around the wall at irregular intervals and facing their own reflections are fifty-one statues. Except they're not statues but Weeping Angels, appearing to be ready to launch an attack on the city, but quantum-locked in place by their own reflected gaze. The Angels can see just as well in the whiteout as in the twilight of the annual eclipse and they have been frozen there for centuries. The city's records go back around three hundred years and document that the Angels were already there then. The locals don't realise what they really are and just think of them as statues.

Lucidus Silvarans are very similar to humans. But having evolved on this world of almost blinding light, they lack any visual sense as it would be useless here. In fact, they don't even understand the concept of sight. Instead, they have an alternative fifth sense which they call intuition. When intuiting their surroundings, the Silvarans seem to sniff the air, but their intuition is not an enhanced sense of smell. In fact, it's very difficult for anyone who doesn't have it to understand intuition. Nevertheless, it compensates for the Silvarans' lack of vision. With it, they are able to sense their surroundings. Although the concept of "colour" is alien to them, the Sixth Doctor's multi-coloured coat was described as "impracticable" by them. The Silvarans' other four senses are far more honed than those of humans, which they consider to be underdeveloped because of humans' reliance on sight.

The city is populated by only a few hundred Silvarans. The mirrored smoothstone helps keep it cool during Summer. Although windows would have little use here, the buildings do have apertures for ventilation. One of the more prominent public buildings is the Soundscape Gallery, equivalent to an art gallery except that all the exhibits are constructed from recorded sounds. Entering the gallery for the first time can be disorientating, with

multiple different sounds seemingly competing with each other and coming from all directions. But each soundscape is focused on a particular spot, and there is a knack to homing in on the sounds of individual artworks.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Silvarans' intuition does not work to quantum lock the Weeping Angels, so it's particularly fortunate that they are frozen in place by their own reflections. There are two other Angels away from the city, over in the nearby river valley, where they stand facing each other, locking each other with their gaze. Like the Angels around the city wall, these two have been here for as far back as records go. However, there are plans to divert the river, which will mean moving the Angels. As soon as they are not facing each other, they will be free to move, unimpeded by the Silvarans' intuition, and even by humans during the planet's whiteout, when their gaze is useless.

Once an Angel has been able to enter the city, it can quickly feed on its entire population, sending them all back in time. But the presence of two different incarnations of the same Time Lord here, in the forms of the Sixth and Tenth Doctors, presents an irresistible feast for the first freed Angel, providing it with enough energy to reproduce multiple times, producing tiny cherubs which grow into new Angels within a matter of minutes

In fact, in a form of bootstrap paradox, it was that one freed Angel, multiplying itself from the energy of the two Doctors, that sent the entire population of the city back three hundred years, but was also sent there itself in the TARDIS. Three hundred years ago was the date of the founding of the city, and the Tenth Doctor delayed the arrival of the Angels by allowing the original to feed on the Vortex at the heart of the TARDIS console. By the time it arrived three hundred years in the past, the displaced Silvarans had constructed their city and its mirrored walls, trapping the Angel and its offspring for the next three hundred years.

SILVARAN RACE PACKAGE

Cost: 1 point

Traits: Alien (+2), Alien Senses (Intuition) (+1), Distinctive (Lack of eyes) (-1), Impaired Senses (Major: Blind) (-2), Keen Senses (Minor: Hearing and smell) (+1)

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Silvarans

TECHNOLOGY LEVEL: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



In the 99th Century, the Ludosphere is the centre of broadcast entertainment for the entire Barnham Cluster, reaching millions of inhabited worlds and billions of viewers. It covers an entire planet with a million sound stages, each contained within a fortified dome separated from the others by walls built of Mitosian steel. Almost nothing can break in or out of them, and inside each dome, signal jammers prevent unauthorised broadcasts to the outside world. Only official broadcasts are permitted here.

All kinds of TV programming are created on the Ludosphere, from dramas to cookery shows (hosted by Androgum chefs, naturally) to reality TV to gameshows. Gameshows are probably the most popular format, with programmes such as *Monster Dungeon* and *Cyberia: Escape the Cybermen* getting the highest ratings. All are controlled from the Control Tower, the tallest structure on the Ludosphere at over a thousand feet, and having no doors to get in or out.

Many of the people appearing in the TV programmes are professional artistes who are fully aware of what is going on, but there are also many who have been taken from elsewhere in time and space and deposited in a studio set and have no idea where they really are. The format of *Cyberia: Escape the Cybermen*, for example, is a prison camp run by Cybermen, and the challenge is to escape or, failing, that, just to survive. But most of the prisoners believe the scenario to be real, especially as prisoners killed by the Cybermen are actually dead. There is no pretend blood, special effects or stun guns. Those who find themselves in one of the programmes are there to survive or die, preferably in an entertaining way.

The sets on the sound stages are huge and are extremely realistic. For exteriors, the sky is a hologram that conceals the ceiling. Everything from weather to wildlife is generated, as with the sets and props, by millions of tiny robots called Fiddly-Widdlies. Actually, they're more accurately "nanoborgs" as they contain an

organic element. But they also house explosive charges to destroy the sets of cancelled programmes down to the molecular level, and then use the material to build new sets for replacement shows. Whenever somebody wins *Cyberia*, for example, an infrequent event, the Fiddly-Widdlies reboot the entire environment ready for the next batch of prisoners to arrive. The winners are teleported to the *After Party Special* to be interviewed by star presenter Brot Zirkussen, while everyone else is just turfed out onto the street to fend for themselves.

There are a few groups of rebels made up of locals trying to end the cruelty of the games. However, not all of them are genuine, as there are some groups which are being filmed as part of their own TV shows.

The Cybermen involved in *Cyberia* are genuine Cybermen. Whilst it might seem odd for them to take part in a TV programme, it would actually be illogical for them not to take part, as doing so has delivered thousands of new conversion subjects to them. Another old foe of the Doctor's is also here: Davros is the big bad at the centre of some of the Ludosphere's shows, though in his

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Various, including humans, Cybermen and Muskoids

TECHNOLOGY LEVEL: 7

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

case it is likely to be his insanity which keeps him here. If he were to be reminded of who he really is, it would be simple to persuade him to cooperate in a rebellion against the producers... at least until he could broadcast a message to summon his Daleks.

But who is really behind the Ludosphere? The execs in the Control Tower report to the Producer located in the Command Centre miles away, The only way to get to see them is by transmat. But who or what are they?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The executives are comprised of a race of blobby aliens called Muskoids, little more than slimy grey blobs of gel. Prominent among them are Grobolosh, Controller of Channel One, and Vurglemere, Head of Talent. Muskoids are repulsive creatures with warbling voices. They thrive on audience appreciation. The Ludosphere systems do something to the viewing figures and audience appreciation indices (AAIs) gathered second by second by telepathic relay masts from the millions of TV sets. As the AAI screens glow brighter with greater scores, the Muskoids feed from them. But if the AAIs drop, they feel discomfort as they weaken and shrink. Muskoids are delicate creatures with no armour or apparent protection. But they can absorb the energy of any attack directed at them and reflect it back to their attacker.

The organic material in the Fiddly-Widdlies is that of Grobolosh and Vurglemere, allowing them to control the nanobots either verbally or mentally. If the material were to be replaced with that of somebody else, the 'bots would then be enslaved to that person.

But how did the Muskoids get their pseudopodia on the Time Scoop used by Vurglemere, as Head of Talent, to bring contestants to the Ludosphere? Star presenter Brot Zirkussen is yet another of the Doctor's old foes: none other than the Master. He has set all this up in order to lure the Doctor here, trap him in one of the games, humiliate him and finally kill him in front of an audience of billions.

But the Master is still not the ultimate controlling entity here. That is the Producer in the Command Centre. If the Centre is eventually breached – most likely by using the Time Scoop or a means of teleportation – the Producer is revealed to be... nobody

MUSHOID

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	3

SKILLS

Convince 1, Craft (TV Production) 3, Knowledge 1, Subterfuge 2, Technology 3

TRAITS

Alien

Alien Appearance

Dependency (Major) – Audience Appreciation:

They take 1 point of damage for every 10 points the AAI drops below 80, restored if the AAI rises again; and gain 1 Story Point per 5 points the AAI rises above 80, but loses them if it drops again

Reflective (Special) – Can reflect the damage of any attack made against them (whether physical or energy) back to the attacker (as the Gadget Trait)

Repulsive

TECH LEVEL: 7

STORY POINTS: 5

and everybody. It is simply the most powerful algorithm in the Universe, telepathically coming up with ideas taken from the dreams, desires and thoughts of the inhabitants of the Barnham Cluster, the deepest subconscious thoughts of billions all chewed up and spat out as a million TV formats. A machine without a soul, or even true intelligence.

FIDDLY-WIDDLIES

Attributes: Strength 1, Coordination 3, Awareness 3

Skills: Craft 4, Marksman 2, Technology 3

Traits: Alien, Alien Appearance, By the Program, Climbing (Major), Convert (Can convert raw material into new sets, scenery and props), Cyborg, Delete (Destroys redundant sets down to their molecular level), Enslaved, Natural Weapon (Minor: Beam Weapon – (1/0/1/1) damage), Special – Self-Destruct (Causes 2(1/3/5) damage to all within 2m), Size: Tiny (Major: Individual Fiddly-Widdlies are tiny), Swarm 4

THE PRODUCER [Special Gadget]

Traits: Computer Program (Major: Has no physical existence and cannot be harmed by conventional means), Networked (Major: The Ludosphere's entire broadcast output and the telepathic relays), Scan, Transmit

Cost: 6 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

MALGAR *(The Shadows of Serenity)*

Even the Daleks and Sontarans avoid Malgar, the planet nicknamed "the Killing World". Desolate rock quarries, deep forests and long abandoned cities make up much of the planet, former battlefields still coated with ash.

Malgar's claim to fame lies in the Four Guns of Malgar: turrets spaced at an equal distance from each other across the planet. Just one has enough power to blow apart an entire starfleet (and each one has, many times). If all four are focused on one target, they'd destroy almost anything that could be destroyed. In the unlikely event that anyone manages to slip past the guns, the humanoid locals and nocturnal beasts will see to it that interlopers don't live long enough to escape. The planet has no moon, but is in a unique spot where you can see thousands of stars of incredible size and brilliance, even if you won't get the chance to enjoy the view for long.

It's rumoured that the reason the brutal Malgarians are so xenophobic and paranoid towards off-worlders is that they have something of great value to protect. These rumours are easily verified, as the grass and ground are covered in thousands of silvery crystals so tiny they resemble a glittery powder. Referred to as "Everwhere", these crystals heighten perception and sharpen

feelings. Everywhere is an incredibly potent weapon, both as a fuel source and a way of strengthening soldiers and spies alike.

Most wouldn't live long enough to even notice an odd trait the Malgarians possess. They seem to have faint auras about them. These subtle glows come from the Everwhere's reaction to the natives' biochemistry and display their emotional states through colour: shifting hues, as if they were living mood rings. Likely this played a part in their endless warring with each other, then with the rest of the universe.

Malgarians seem to mostly live in small rings of hastily constructed buildings, the cities having been abandoned as unsafe, being the first place enemy aliens think to attack. Should Malgar

receive its first visitor in a long time, they might notice something odd: the Guns have gone rusty from disuse. The locals are extremely polite and pacifistic to the point of lacking individuality and, oddly enough, shadows. In fact, Malgar has turned into one of the duller places in the universe! Could this have something to do with the "Sisters of Serenity" (see *V191*) who have recently instituted themselves on the planet?

Adventure Seed: The Guns of Malgar

Malgar vanished in one of the earliest days of a famed temporal war, its reputation making it desirable for the desperate to try to plunder its resources. It has returned outside Earth's solar system, with all four legendary guns trained on the little blue planet. Your TARDISEERS will have to brave each of Malgar's four continents and disable the turret located there. Complicating matters is that each continent seems to be stuck in a specific era of the planet's history: the Malgarians' early days of inter-conflict, their peak as galactic nightmares, their period of forced docility by the Sisters of Serenity and lastly, a possible future as a balanced, reasonable society. Of course, it's certain that non-Malgarian threats from those eras have made the jump too...

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Non-Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Malgarians

TECHNOLOGY LEVEL: 6

MOOD RINGS

We don't have concrete definitions for the Malgarian's aura colours and how they correlate to their emotions. The only two we have confirmation are yellow describing calmness and orange representing overconfidence. You may choose to go for obvious connotations (red anger, blue sadness etc) or skew expectations (green anger, red sadness etc), keeping your players on their toes and encouraging them to keep track. While the Everwhere only reacts to the Malgarians' native biology, you may decide to alter that detail to let your player characters in on the glowing fun.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



The Maker: one of the first creations made by the Prophet Ellis (see A126) in his own image. Over thousands of years of existence, the Maker grew resentful of the organic life that had caused him so much harm and envious of Ellis's sophisticated later projects, developing a belief in the supremacy of mechanical life. Stealing Ellis's supply of energy-dispensing space dust (see G31), he created a fortress on the surface of the red giant, Mandara. From here, he's responsible for famines across the galaxy (see L148), carefully and stealthily forcing his enslaved robots to fly ships to planets and destroy or poison food supplies.

A thousand times larger than the Earth's own sun, Mandara has a surface temperature of 3000 degrees Celsius. The Maker's keep is a tiny patch of cooled land created by a controlled electromagnetic anomaly. This disturbance can cause even the most advanced time travelling machines to malfunction, leaving you stranded until you can find a way to fix it. To reach the Maker's keep you must pass through the Garden, created so the Maker would have the oxygen he needs to survive.

The Garden is an utterly ghastly sight, evil itself hanging in the

air like heavy mist, the violently saturated red glowing from the star outside only serving to accentuate the gloom. Instead of lush greenery, the Garden is completely petrified. Every tree and plant lie still, encased in stone. Stone thorns on stone branches, and stone roots knuckling into the stony ground. In the denser areas, you'll need something to physically smash your way through the overgrowth. Watch your step, or you'll find the stone is brittle in the higher areas. Rivers rush with thick, undrinkable grey slime.

Of course, this inverted Eden has quite a few inhabitants, all of which were presumably bio-engineered by the Maker. There are giant half-bear, half-puma creatures. There are some Hoggarthi that haven't been relocated to the Spire of Ninety Souls (see L156). There's the "Shadow Pack", a mess of shadowy figures with shifting features that embody fear itself. They mostly try to corner intruders into the other dangers of the Garden, and for good reason, as they're completely harmless and when faced head-on, dissipate into mist.

There's also the Maker's first creation: the Omnidroid. While it normally teleports across galaxies to do its master's bidding, the giant Kafkaesque half-cockroach half-man beast might be forced back to the Garden if the Maker feels its intruders are close to reaching him. Cold and malevolent, a presence that paralyses those with psychic abilities. Admittedly, its black, shiny, segmented body, red multifaceted crystal eyes and hairy pincers would paralyse most with fear. Programmed with a deep hatred of organic life, its mild psychic presence magnifies feelings of ill-will wherever it goes, typically worsening the conflict created by its maker. Its claws are sharp enough to cut through bulletproof armour.

There's a knight-like robot who announces himself as "The Slayer, Bringer of Death!" and challenges you to a duel. Of course, he's being literal: he can't kill you himself, merely distract you for long enough for a robot resembling the Grim Reaper on a horse to find the perfect opportunity to trample you.

You may stumble into a patch of the garden that comes alive with the sound of thousands of voices that could be mistaken for wind. Voices shouting "Stay with us!" This is a gestalt hivemind that lives within the garden's trees, and was originally Ellis's Abadi disciples. This hivemind will try to absorb any intruders by pulling them beneath the ground, resentful of those who are freer than itself.

One tiny part of the garden is remarkably still green. This is to lure you into a false sense of security, as the lush fruit that grows here will sprout fangs and try to eat you before you can eat it, picking you into a clean skeleton. As silly as this might seem, it does fit within the Maker's ethos of pitting organic life against itself.

The Maker himself is still a noteworthy presence, able to telepathically commune with anyone in his domain. This naturally consists of a lot of childish taunting and angry outbursts. Still, he's a lot more than bluster: he can force intruders to see the environment inaccurately, projecting a memory from Prophet Ellis's own life into their perceptions. He naturally times this trick

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

THE MAKER



AWARENESS	5	PRESENCE	6
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Convince 3, Craft 3, Knowledge 5 (AoE: Robotics), Medicine 2, Science 4, Subterfuge 4, Technology 5 (AoE: Engineering), Transport 1

TRAITS

Bio-Chemical Genius
Boffin
Immortal (Major)
Menacing
Obsession (Major) – Destroy all organic life!
Psychic
Psychic Training
Robot
Repulsive
Selfish
Stubborn
Slow Reflexes (Minor)
Tech Sensitive (Major)
Technically Adept
Telepathy
Telekinesis
Voice of Authority

TECH LEVEL: 7

STORY POINTS: 10

carefully, only doing it when the intruders are in a life-or-death situation already.

Of course, there's also the Maker's Keep itself, hewn out of a cliff face and styled after a Mediaeval castle. Over a million androids and machines from across the cosmos are imprisoned and tortured in the keep, miserably doing the Maker's bidding.

They are unaware that Ellis is also being tortured in the castle and would stage a rebellion if only they caught a glimpse of him.

OMNIDROID

Attributes: Strength 5, Coordination 3, Awareness 3

Skills: Athletics 3, Fighting 3, Survival 3

Traits: Aura (Special: Amplifies all negative emotions, such as fear, anger or jealousy, within ten metres), Fear Factor 2 (acts as Fear Factor 4 if target has Psychic), Natural Weapon (Minor: Sharp Claws & Mandibles – Strength +3 damage), Relentless, Obsession (Major: Addictively feeds on energy sources within range), Robot, Size: Huge (Minor), Teleport (Special: Can easily teleport between solar systems)

Story Points: 5



CARNIVOROUS FRUIT

Attributes: Strength 1, Coordination 1, Awareness 2

Skills: Athletics 1, Fighting 1, Survival 2

Traits: Fear Factor 1, Frenzy, Impaired (Major: No limbs, just rolls along), Natural Weapon (Minor: Sharp Fangs – Strength +2 damage), Relentless, Swarm (12), Single-Minded (Major: Feast on flesh), Size: Tiny (Major), Snap!

Story Points: 1

THE MEDUSA (*Mission to Venus*)

At first glance, the spaceship seems like any 20th-Century sailing vessel. The lighting is dim, most of its rooms are a rich brown colour, and the crew wear the usual military uniforms. At second glance, you notice the lighting is artificial, the ground is made of metal and those crewmen are toting guns that look awfully advanced. No, this isn't any kind of alternate timeline; it's the earliest years of mankind's great and bountiful space empire. Welcome aboard the *Medusa*!

Why exactly is the *Medusa* based on a 20th-Century sailing ship, its crew – made up of everything from fresh-faced upstarts to experienced roughnecks – acting out all the old clichés? Psychology. While the ship would work perfectly well without the crew so much as lifting a finger (all you'd really need is one person hitting a button on a keyboard every few hours), ennui and boredom would quickly lead to poor mental health, which can be dangerous at the best of times – let alone on a spaceship! Keeping the ship rigged and manned as if at sea keeps the crew busy and active. Even if they all know they could switch the automated systems back on in the event of a true emergency, they still trick

themselves into a genuine sense of doing something worthwhile. This work ethic is visible in every area of the ship: metallic surfaces gleam spotlessly where they aren't freshly painted. Bright pastels mix with the rich browns; think about how dreadful it'd be for morale if everything was some perfectly sterile white!

Led by the stoical Commander Burrigan (see A97), the *Medusa* carries passengers and cargo between mankind's various ports, but rarely at the same time, for concerns of fuel consumption. When it does transport passengers, they're kept unconscious

THE MEDUSA**Armour:** 15**Hit Capacity:** 25**Speed:** 5***Traits:** Scan, Transmit, Travel**Story Points:** 3

* Add the pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

and drip-fed, crammed into crowded cabins, as there's simply not enough space for both them and the crew to run about.

The main control room is an extraordinary mix of tradition and technology. A large timber steering wheel lies in front of banks of computers and video-screens depicting a 360-degree view of the ship, with many other odd combinations of 20th Century and futuristic advancements sitting side by side. Working under Burrikan on the *Medusa* is the paranoid First-Lieutenant Teddler (from Boston, having a very similar voice to the late President Kennedy). He'd be the first person to rally a mutiny if he felt the circumstances were justified.

Currently, the *Medusa's* cargo hold is warm, moist and smells of rotting vegetation, holding rows upon rows of crystal-clear (and worryingly frail) glass jars containing sickly and menacing Leechen plants. This is a vital mission worth the risk these plants represent. Leechen are one of the very few substances that humanity's space allies the Tandars can feed on, and their Venus colony is starving; the *Medusa* must get there fast!

Of course, it can't be that simple. There are a few snags, any one of which might convince the already paranoid and superstitious crew to attempt a mutiny on their Captain. There's that oddly hollow asteroid that's crashed into the hull of the ship, as if steered into it (see V167). There's a cheery man stowed away in one of the cabins who looks like a ginger Santa Claus dressed for the beach. His name is Roge, he's stereotypically Australian,

and he has a trunk filled with guns to rob the Leechen and blast holes in anyone who tries to stop him. The *Medusa* could crash onto a planet where invisible natives turn the crew into lab rats to uncover the secret of corporeal forms, or it could be press-ganged and outfitted with battle stations to join a hopeless struggle in an interstellar war. The *Medusa's* sister ship the *Aran* might be in a spot of trouble of its own. Most absurd of all, the *Medusa* might itself have some time travelling stowaways!

Just another day on the job.

LEECHEN

A unique form of non-sentient botanical life, the omnivorous Leechen's main bodies consist of thin trunks with thick, wide tendrils sprouting from them. Each tendril has two rows of suckers, like Octopus tentacles. Between their physical appearance and their sickly yellowish pink (with hints of bile green) colour palette, it's unlikely anyone would have them lying around for aesthetic reasons!

Leechen make for an amazing source of protein; a delicacy most intergalactic chefs would kill to get a hold of. In fact, they're worth a whopping ten million Universal Credits each on the black market, the credit being worth 22 British Pounds, 39 US Dollars or 50 Australian Dollars.

While not possessing an intellect, they still tap against the sides of any glass they're kept in, following any meat they can detect. The Leechen evolved on a world possessing no oxygen. If exposed to it, a Leechen grows and grows, searching for something to feed on (i.e. anyone unlucky enough to be in its way) until it takes in all the oxygen in the environment and suffocates. The more it is attacked, the more it multiplies, splitting into new plants. Just one Leechen could kill everyone aboard a spaceship in minutes. As unpleasant as the very human-like sighing sound it makes as it dies may be, it's a lot better than hearing that noise coming from you.

LEECHEN



AWARENESS	1	PRESENCE	N/A
COORDINATION	2	RESOLVE	N/A
INGENUITY	N/A	STRENGTH	3

SKILLS

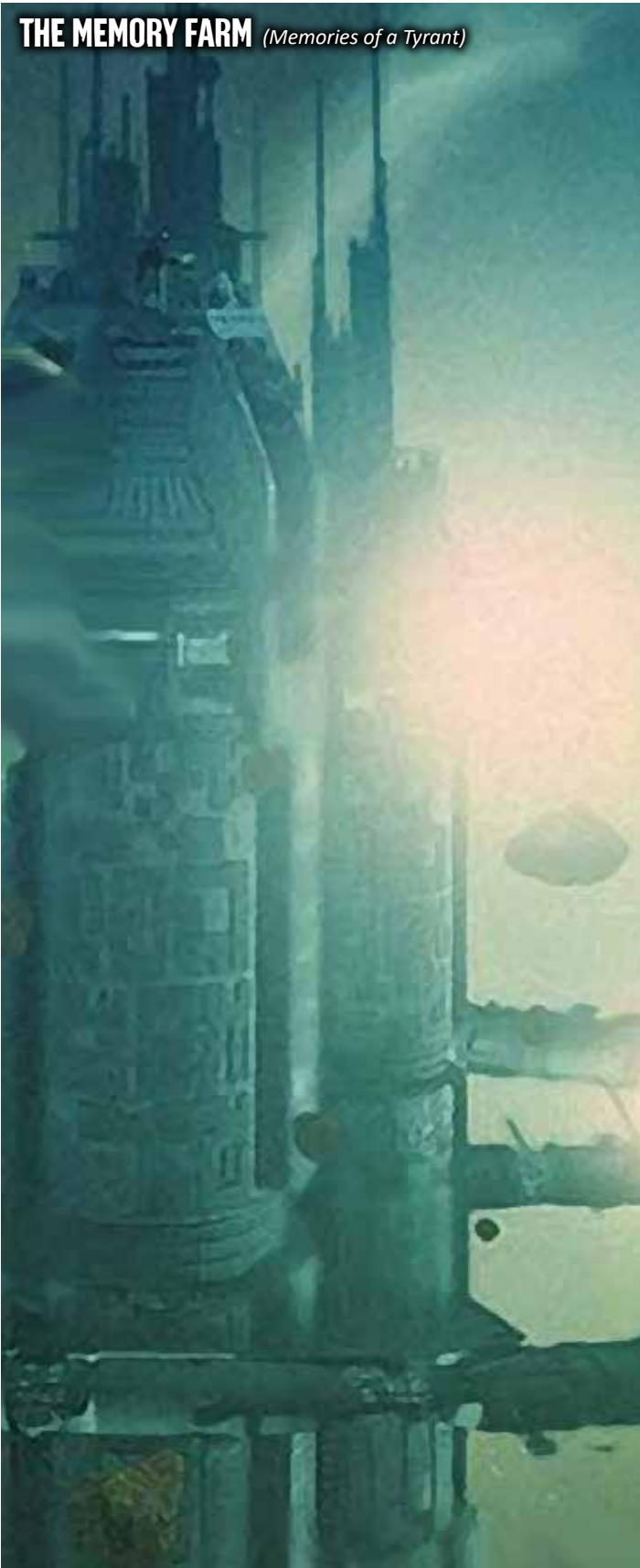
Athletics 1, Fighting 2, Survival 1

TRAITS

Alien
Alien Appearance
Additional Limbs x2 (Tentacles)
Fear Factor 2
Impaired Senses (Major) – No eyesight, uses smell to locate prey
Natural Weapon (Minor) – Tentacles: 3(1/3/5) damage
Replication – Detached flesh becomes more Leechen
Size (Special) – Grows larger as it absorbs oxygen, up to Huge (Major)
Slow (Major) – Leechen are immobile (but their rapid growth often makes up for this!)
Snap!
Trade Value (Major)
Tough

TECH LEVEL: N/A

STORY POINTS: 1

THE MEMORY FARM *(Memories of a Tyrant)*

The Cerebro Centre for Brain Function, or as it's more commonly known, the Memory Farm, is one of the foremost research facilities for an experimental science: the retrieval and assimilation of memories. Every moment experienced by oneself is physically stored within one's synapses, so recovering them is just a matter of digging them out. This maxim has led the centre's Cerebros (as they're referred to reflect their speciality) to develop unique technology that allows access to minds as if searching through files on a computer, no matter how forgotten or repressed. The centre consists of a mobile space station, with numerous transmats allowing for a high turnaround of traffic.

The Memory Farm's process is simple. Each memory processing room appears empty, discounting a cable hanging from the ceiling. A subject pressing a button on the cable activates floor sensors which begin monitoring their electrical activity, then generate a holographic screen showing whatever memories the subject is currently focusing on, for all in the room to witness. The memory is exactly as the subject experienced it at the time, without any errors or embellishment. Memories may fade into others as the subject ping pongs between them, and so the tech auto-generates a relevant movie score-eque soundtrack to the current scenes being displayed, to help anchor the subject. Once the process is over, the displayed memories are converted into code (or "harvested"), and stored in the centre's systems, allowing anyone with clearance to view them.

However, the process has complications that must be safeguarded against. Anyone in the room with the subject must wear a protective helmet, or else any witnessed memories will be burned into their own synapses as if experienced firsthand. These false, implanted recollections can stick to someone's memory for hours or even days: during which time their mind creates additional false details to fill in gaps, and their behaviour and sense of self may radically shift to account for their supposed experiences.

The Memory Farm is often teeming with activity, but not now. Doors are locked, security cameras are monitored and the transmats are under lockdown. Only a skeleton crew of the most necessary staff are present: the station's stern no-nonsense head Cerebro Naras, her awkward assistant Offram, and the station's chef, a monk dedicated to a culinary-orientated order. They are currently employed by a solar law firm, to investigate the memories of a man named Garius Moro. The centre is orbiting a neutral planet in the Paralys system, located halfway between the two territories of the Space Security Service and the cybernetic Ghalad Empire, both groups with a stake in the investigation.

Garius Moro is often bewildered, displaying signs of advanced dementia, barely able to recall his long-term memories no matter how much he wants to. He has poor eyesight and hearing, and often just rests in his room between fruitless sessions with Naras and Offram. The only progress made in the months since his coming aboard is discovering that small sections of his mind light up in recognition when he sees a picture of the man he's suspected of being, Altrius of Kalfus 4.

The mind is its own place, and itself can make a heaven of hell, a hell of heaven.

- John Milton.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The picture of Altrius is from forty years ago and is the only one of him that now survives. Unfortunately, it is too blurry and distant to make out any clear details of the man, or if he resembles Garius Moro. In the image, Altrius, a middle-aged man with dark hair, wears an ornate military uniform while giving an address to a large crowd. This was taken the moment he gave the order to fire an apocalypse device developed by his scientists, an act which wiped out billions in an interplanetary act of genocide. Almost all life in Kalfus 4's region, the G'Throsa Cluster, was gone in the blink of an eye. Altrius was never caught and was believed completely missing. However, his presidential escape pod was recently discovered with Moro inside. He was found wearing work overalls and a name badge displaying his name. But the faulty suspended animation circuits caused him to physically age in real time, affecting his memory. It was legally impossible to discern if he was the lowly worker his clothing implied, or if he was secretly Altrius, having stolen a uniform to escape into his pod.

Despite the Memory Farm's best efforts, they haven't recovered any details about his identity that can point the needle in either direction. While the Galaxy waits with bated breath for the results, only three figures essential to the trial are permitted to board the Memory Farm alongside the staff. Representing Moro is Varish, a solar lawyer of impeccable standing and old friend of the Doctor. She is a Xylenoid, half-amphibian and half-plant, with skittering twig-like limbs, gills and a warbling voice.

Both the Space Security Service and the Ghalad Empire have vested interests in the outcome of Moro's trial and are both allowed one representative each. The SSS has assigned watchful agent Kennedy, who oversees the Memory Farm's security. With Altrius's death toll being in the billions, there are countless people with a motive to board the station and murder Moro out of revenge.

Representing the Ghalad Empire is Commander Grisk, their highest-ranking member. The Ghalad are imposing cybernetic warriors who savour battle and torture, and have a wide variety of weapons built into their armour, including a signature sonic cannon. The Ghalad are fierce warriors but have one clear weakness: they cannot breathe oxygen and constantly wear masks that feed them a gas compound which must be refilled every few hours and, with sufficient force, can be detached.

GARIUS MORO

Attributes: Awareness 1, Coordination 1, Ingenuity 2, Presence 2, Resolve 3, Strength 1

Skills: Survival 1

Traits: Amnesia (Major), Emotional Complication (Major: Highly confused and upset by the possibility of secretly being the tyrant Altrius), Face in the Crowd, Forgetful, Impaired Senses (Minor: Sight and hearing)

Tech Level: 6

Story Points: 2

Everyone is impatient and eager to break the situation's stalemate and finally get an answer to Moro's identity. The SSS and Kennedy firmly believe that Moro is Altrius and plan to carry out the death penalty as retribution for his war crimes. But Grisk and the Ghalad insist that Moro is who appears to be, an innocent man who deserves freedom. This reasonable position isn't coming from a genuine place: the Ghalad also believe he's Altrius and want him free because his genocidal act wiped out a planet housing one of their sworn enemies. Freeing him would fulfil the consequent debt. Despite the Ghalad being an aggressive species, they're the least likely suspects on the station to try to assassinate Moro!

Such assassination attempts are likely to occur at any moment. Perhaps the chef could be murdered and replaced to poison Moro's food, or a deadly alien creature might be used to attack him. Could the lawyer Varish be behind it, believing it'd be better for her firm's reputation if Moro's case doesn't make it to trial? Or there's Head Cerebro Naras, who may be tired of her station being devoted to such a dead end. With the centre's tech letting anyone's memories be checked in an instant, accusations and suspicions are high.

And how does Moro feel about all this? The idea that he could have been such a horrific person weighs on him and makes him

VARISH

Attributes: Awareness 3, Coordination 3, Ingenuity 5, Presence 3, Resolve 4, Strength 2

Skills: Convince 4, Knowledge 5 (AoE: Law), Subterfuge 1, Survival 1

Traits: Additional Limbs x2 (Dozens of limbs, usable as arms or legs), Alien, Alien Appearance, Environmental (Minor: Amphibious), Friends (Major: The Doctor), Obligation (Major: Her client, Moro)

Tech Level: 6

Story Points: 3

SSS AGENT KENNEDY

Attributes: Awareness 4, Coordination 3, Ingenuity 3, Presence 4, Resolve 4, Strength 4

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

Traits: Brave, Emotional Complication (Major: Only survivor of his homeworld's destruction), Obligation (Major: SSS), Obsession (Major: Kill Altrius of Kalfus 4), Ruthless (Major), SSS Agent (Kennedy has a +2 bonus to intimidate humans from the Second Empire, 40th/41st Centuries), Tough, Voice of Authority

Equipment: Blaster (L (4/L/L) Damage), Protective Jumpsuit (Armour: 2 points)

Tech Level: 6

Story Points: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

wonder if his peaceful demeanour is hiding a mass murderer. He may suffer a breakdown, becoming aggressive to see if it stirs his “true” memories or not.

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It won't be long until Moro has a breakthrough, triggered by the colour gold, kitchens or a face. He was wearing the gold uniform of a slave who worked in Altrius's kitchens and tried to help a co-worker who had collapsed from heat. As they were recovering, Altrius himself entered the kitchen and killed his peer in cold blood, turning to face him... However, these are falsified memories, implanted into Moro's mind to cast suspicion on guests to the station, with both his fellow slave and Altrius himself looking exactly like somebody else. Someone with the know-how could cause such false memories to flood a specific room on the station and implant a constructed persona onto someone, making them dully believe that they are the cruel and callous Altrius. Anyone who confesses to his crimes would be held in the mining colony in the Cerebrus Maximum Security Prison until a trial that'll surely end in execution. By the time the memories fade and the subject's identity reasserts itself, it may be too late.

This is Cerebro Offram's doing, as he's one of the few with intimate knowledge of the station's tech. He is working with Commander Grisk on a simple plan: Offram waits for a guest to visit the station and floods them with false memories of being Altrius, and Moro is freed when they are killed in his place. Then, Offram will set the Memory Farm to self-destruct with an innocuous seeming coding error that will destroy the evidence, and Grisk will take him and Moro off-world. Offram will become a celebrated scientist under the Ghalad Empire's protection, and Grisk will use Moro as a symbol of Altrius's tyranny for his people to aspire to, inspiring them to expand the empire. As the duo's plan necessitates Moro going free, neither have been behind the assassination attempts.

SSS Agent Kennedy is the one trying to assassinate Moro. He was a native of a world wiped out by Altrius's apocalypse device but survived by being off planet. When Moro was discovered, Kennedy took the position specifically to get revenge on him under the belief that he is the tyrant. He has been looking for the perfect chaotic opportunity to fall into his lap to discretely murder him. Kennedy has no issue with killing anyone else on the station who gets in his way.

CEREBRO NARRAS

Attributes: Awareness 3, Coordination 3, Ingenuity 5, Presence 3, Resolve 4, Strength 2
Skills: Convince 2, Knowledge 4, Medicine 4, Science 6 (AoE: The mind and memory), Survival 1, Technology 3 (AoE: Memory tech), Transport 1
Traits: Authority (Minor: Head Cerebro), Obligation (Minor: Her studies), Voice of Authority
Tech Level: 6
Story Points: 3

But what is the truth of Garius Moro's identity? Was the befuddled old man ever Altrius of Kalfus 4, or was he always just another person? Unfortunately, the Memory Farm's ground-breaking technology isn't enough to discern anything genuine from Moro's mind. If he wanted answers, his best hope would be returning to suspended animation until the day the technology improves.

CEREBRO OFFRAM

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 2, Resolve 4, Strength 2
Skills: Athletics 1, Convince 1, Knowledge 2, Marksman 1, Medicine 3, Science 6 (AoE: The mind and memory), Subterfuge 3, Survival 1, Technology 4 (AoE: Memory tech), Transport 2
Traits: Dark Secret (Major: Colluding with Grisk), Face in the Crowd, Obsession (Major: Become a celebrated scientist), Ruthless (Major), Selfish
Tech Level: 6
Story Points: 6

**COMMANDER GRISK**

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 5, Resolve 5, Strength 5
Skills: Athletics 2, Convince 1, Fighting 4, Knowledge 4 (AoE: War), Marksman 4, Medicine 2, Science 1, Subterfuge 2, Survival 2, Technology 3, Transport 2
Traits: Alien, Alien Appearance, Armour (10 points), Authority (Major: Commander of the Ghalad Empire), Cyborg, Fear Factor 2, Natural Weapons (Too many to count, including... Major: Sonic Cannon: L(4/L/L)), Obsession (Major: Embolden and spread Ghalad Empire), Ruthless (Major), Voice of Authority, Weakness (Major: Grisk cannot breathe oxygen and will suffocate without his gas compound – use standard Drowning rules)
Tech Level: 6
Story Points: 4

THE MINDLESS FACILITY *(The Mindless Ones)*

When Hebe Harrison (see A85) got the Doctor to return her to Sheffield Hallam University in the early 21st Century in response to a call from her old friend Elise (see A102), she was surprised to find a new addition on the campus grounds. An enormous, globular, transparent building housing something called the Mindless Facility. Inside, the reception area, the “Atrium of Mindfulness”, is a soothing space where potential clients are provided with colouring books and craft supplies to occupy them while they wait. The receptionist mouths bland platitudes while practising her yoga.

The director of the Mindless Facility is one Mr Betterment, a charming individual whose ever-calm, authoritative voice spouts nonsensical words and phrases such as “lifetime realignments” and “unpositive re-audits”, “Unpositivity” is something that Betterment is particularly concerned with. The Facility’s purpose is for the betterment for people. To identify the misaligned, the unpositive, and provide a new sense of purpose. To enable people to become “the best them that they can be”.

Elise is a case in point. In the month between her call to Hebe and Hebe actually arriving at the University, Elise had undergone a session at the Mindless Facility. Mr Betterment doesn’t call it treatment. Before, she was used to wandering aimlessly around and everything seemed so pointless. Now, she knows who she’s supposed to be. Mr Betterment has stopped her from overthinking everything, in fact stopped her from thinking much about anything. And she’s happier for it.

Even the Doctor was changed when Mr Betterment subjected him to the Betterment Machine. It might look like something out of a fairground, all blinking lights and twinkly sounds, but after the Doctor had a session of being strapped into the Machine, he felt like a new man. The Machine measured his unproductivity and determined what needed to be done to make him a better person. To enable him to permanise his potentiality and betterise himself, in fact. Although the Doctor initially experienced anguish and self-doubt, this quickly passed, and he realised that he had been given a super-positive outlook so he could be more relevant to the world. After all, all that thinking he used to do never did anyone any good, did it?

Another client, a student of Professor McBride (see V183) who had been surly and lazy and just coasted through his studies, came back from the Mindless Facility all shiny and trying to live his best life, even telling Professor McBride how she could improve her lectures! The cheek!

Productivity is also very important to Mr Betterment. So long as “the numbers” are up, all is well. He doesn’t need problems, not at this stage. He just needs perfection. But so long as he has the university’s Vice President and the Dean of Students on his side, what could go wrong?

In any case, it’s all for the good of everyone, isn’t it. Isn’t it?

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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Before he underwent his session at the Facility, the Doctor was very suspicious of it. And rightly so. After all, what's good about people coming out talking in platitudes and nonsensical jargon, and being ever so calm and smiling beatifically about everything?

The Facility's building is very large, much larger than is needed to house the Betterment Machine and the offices for such a small staff. At its heart is a very, very large room. A room the size of a football pitch. It's a call centre filled with people mindlessly tapping at their computer terminals. And the people themselves aren't quite human. If you look at them closely, their faces are a little too bland, too smooth, too melty to be entirely human. Not just that, but the way they look up in unison at anyone entering the room, but don't react to their presence in any other way, just staring before turning back to their work. These are the mindless ones.

The secret of the Betterment Machine is that, after the initial treatment which makes the mind open to suggestion, the mindless ones control the Facility's clients by constant text messages (though the clients don't need to read them, their receipt is enough). Each client is given a free mobile phone by Mr Betterment as they leave, and the endless text messages sent from the call centre keep the client under control, becoming the best "them" they can be... according to Betterment's plan.

Mr Betterment isn't from Earth, although he looks human, and neither are his mindless ones. He has come here to spread his message of betterisation until the whole world is improved, made perfect. Now that he is established in Sheffield, the next step in his plan is a visit by the Home Secretary. Betterment has already told him about his process and the Betterment Machine, and the Home Secretary is intrigued to find out just how it could improve his productivity. Indeed, he has already told the Prime Minister about it and, once he's been through the process himself, he intends to arrange for the entire Cabinet to visit the Mindless Facility.

From there, it's just a few steps until betterisation has spread across the world. Perfection! Of course, if anyone were to scramble the text messages or feed gibberish or information with an emotional context into the system (the poetry of Emily Dickinson perhaps), all those who had been betterised would begin to have doubts again, eventually realising what has happened to them.

**MR BETTERMENT**

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Convince 5, Knowledge 2, Subterfuge 3, Technology 4

TRAITS

Charming
Technically Adept

TECH LEVEL: 6

STORY POINTS: 6

MINDLESS ONE

AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	2	STRENGTH	3

SKILLS

Technology 3

TRAITS

Distinctive
Uncreative (Major)

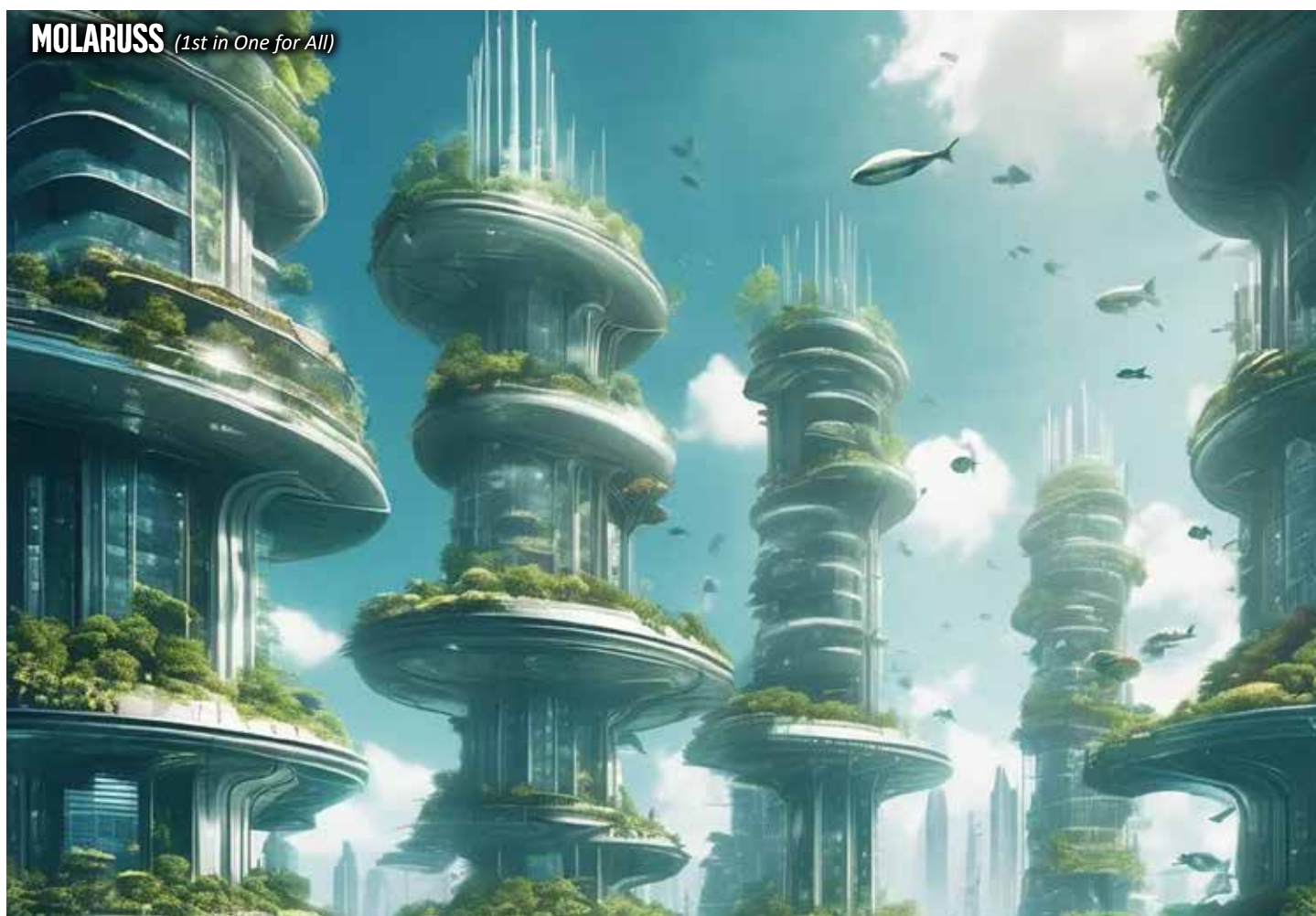
TECH LEVEL: 6

STORY POINTS: 1-2

THE BETTERMENT MACHINE [Special Gadget]**Traits:**

Traits: Hypnotise (Minor), Restrictions – Requires constant text messages to maintain control

Cost: 1 point


MOLARUSS *(1st in One for All)*

Molaruss is a world with a population of 220 million people. Externally, they appear to be human, but internally, they each have two minds. They refer to themselves as duo-minds, with one mind that they are born with and a second called the Geminus that develops as they grow towards adulthood. It's the Molarussian equivalent of adolescence. Once they have learned how to control their second mind, they no longer need to sleep: one mind remains awake while the other rests. It makes for a highly efficient society. Each mind has its own name and distinct personality. If it's not sleeping, the second mind often speaks up when the other is dominant, but only one is in control of the body at any one time.

The Molarussians are a remarkable people, but a little blunt. They look down on beings with a single mind, calling them mono-minds or half-lives. Molarussians have a keen sense of morality, probably influenced by their belief in the Ancients, the gods they worship despite being scientifically highly advanced. PsychNet is the Molarussian equivalent to the internet and social media, and provides news, gossip and entertainment.

The seat of government and the presidential palace are in the Equatorial Territory, whose "Middle-Belter" citizens consider those who live in the distant South Plains Province to be uncouth provincials. But South Plains is home to DuoTech, a company that

pioneers duo-mind treatment and technology. They claim to be able to expand a duo-mind's efficiency with clarity recalibration, "guaranteed to iron out those niggling little glitches between cells".

DuoTech's offices are busy, glossy and slick, with not a speck of dust anywhere. Their brochures are printed in a double typeface to allow two minds to read at once. The pioneering work of Dr Varma has revolutionised "plastic surgery for the mind", excising all those little tics, habits and phobias with a laser!

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Molarussians

TECHNOLOGY LEVEL: 7

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Under President Oliver Akkron (see A177), every citizen has a surgical implant that allows them to receive broadcast communications, but allowing Akkron to spy on their thoughts. The implants provide the Networked (Major) Trait with the restriction that it only receives, except for sending thoughts to the central comms hub.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the rogue Time Lord known as the Eleven (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) came to DuoTech with his new wife Miska (see V172), his aims were twofold: for Dr Varma's techniques to be able to divide Miska's mind in two, making her a duo-mind and more like him, and to remove some of his own more troublesome personalities, transferring them to their own clone bodies (though cloning is considered being too cavalier with nature by many Molarussians). But splitting the mind of a dissonant like the Eleven is uncharted territory and risks further unbalancing the already erratic Eleven.

Five years later, the DuoTech labs no longer exist, President Akkron having cleansed the South Plains Province ostensibly to prevent a global catastrophe. Since then, the Eleven has replaced him, having secretly murdered Akkron and framed his other political rivals. But he has grown bored with ruling a planet of duo-minds and has seeded the atmosphere with his Elevations (see G24), nanomachines capable of further dividing minds. Soon, everyone on Molaruss will be like the Eleven and have eleven distinct minds... if the process doesn't kill them first!



DUO-MIND – ALIEN MINOR/MAJOR/SPECIAL GOOD TRAIT

A character with Duo-Mind has multiple minds in one body. The minds can converse with each other, either verbally or silently, and the body does not need sleep as at least one mind can be awake at any time. The character has one set of stats for themselves as the original mind that they were born with, while the second mind – the Geminus – has some slight variations to represent their different personality or expertise. Only the stats of the mind which is in control at the time are applicable, although by spending a Story Point the second mind can offer advice.

At the Minor level, the character has two minds, and up to 2 points of Attributes, Skills or Traits can be added, with an equivalent cost reduction from reducing other Attributes and Skills, removing Good Traits or adding Bad Traits for the second mind. At the Major level, the character has two minds and can similarly increase up to 4 points and reduce 4 points for the second mind.

At the Special level, costing 3 points, the character has three minds and each mind can increase up to 4 points and reduce up to 4 points for each additional mind (from the character's main stats). An additional mind can be added for each extra Character Point spent, but each mind beyond the third causes a -1 penalty to all rolls due to the confusion of voices babbling in the character's head.

In all cases, the stats which are eligible for variation between the minds are:

- Attributes: Awareness, Ingenuity, Presence, Resolve;
- Skills: Convince, Craft, Knowledge, Medicine, Science, Subterfuge, Survival, Technology, Transport, and any Areas of Expertise for these;
- Traits: any Traits relating to personality, knowledge or mental abilities.

For examples of the Duo-Mind Trait, see Miskavel (see V172) and Oliver Akkron (see V177).

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



The planet Arcadia Minor, where the Burosians live. They're one of the most spirited races in the galaxy, famed for their debates and duels. Instead of greeting by shaking hands, they rap knuckles on each other's chests. The Burosians aren't quite as advanced as the neighbouring cultures in their rather large galaxy, not even possessing aircraft yet. Off-worlders often visit to get a sampling of culture, meaning that while Burosians may not have transmats or spaceships of their own, they're comfortable with the concepts, and are proud to share their culture with interplanetary strangers.

Well, not counting their rather nasty history with the much more advanced lycanthropic Morphotians, who they feuded with before the latter were forced to put it aside for entry into the local Galactic Assembly. The Galactic Assembly is quite notable; there are so many races and planets in Arcadia Minor's solar system, it's like a miniature Galactic Federation!

Anyway, enough about all that, back to the Burosians... oh, it seems instead of a bright and messy marketplace of unruly shouts, there's a minimalist set of stone buildings being entered by orderly lines. The small complex is so dreary, the only splash of colour being the vertical orange stripe going down it, the same design choice seen on the employees' uniforms. The giant tower jutting out the middle of it bears a name proudly: the ODIN Megastore! The Burosians barter system has been replaced with a standard currency, fresh fruit and handmade crafts replaced by minimalist Swedish furniture. ODIN Industries are generous with employment. So generous that none of their workers dare complain for risk of losing their cushy jobs, even when their closest friends and family seem to be relocated to a different store, far away.

Director Thor seems to be happy with the project so far and has plans with his business partners to expand the brand vastly. There'll be hundreds of ODIN Megastores across the planet in months, even in the plains where almost nobody lives! When he showed up from a distant planet called "Scandinavia", his chilled-

out attitude (termed "Hygge") became the next hip thing. Soon all Burosians were eagerly repressing their culture, changing their names to the likes of Sven and Ingrid to ride the trend!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Thor is clearly no Earthling. He just bought anthropological data from a planet-hopping entrepreneur and decided to reinvent himself to seem exotic to the Arcadians. He's the face of the brand! He admits it's a bit underhanded, but it's not like it's harming anyone, surely. Thor has allied himself with the Morphotians (hiring most of them in Human Resources positions, an irony given how much they prefer to be in the forms of feral wolves), without knowing that instead of relocating his workers to the other facilities in the chain, they're being sent to Morphata to toil in labour camps at the planet-spanning East Ridge Forrest.

The ODIN tower isn't just decorative; it's where they keep the transmat stations. Thor thinks his little deception is completely harmless, and he wouldn't put himself in danger even if he knew what his partners were doing. All he must worry about is the branding.

MORPHATIAN RACE PACKAGE

Cost: 4 points

Traits: Prejudice (Minor: Burosians) (-1), Werewolf* (+5)

*This works similarly to the Werewolf Trait as given in *The Seventh Doctor Sourcebook*. However, Morphotians can change form just by willing it, and instead of turning into lupine humanoids, their bestial form looks like a normal (if very large) feral wolf. For ease of reference, here are the Traits included when a Morphotian is in wolf form: Alien Appearance (Minor), Fast (Major), Fear Factor 2, Frenzy, Natural Weapons (Minor: Claws and Teeth – Strength +2 damage), Quick Reflexes and Tough.

OMNIA *(Emissary of the Daleks)*

Twelve years ago, the Masters came to Omnia. This is odd, as it's an unusually remote and isolated planet, being the only one that orbits its sun, and being at the very edge of its galaxy. Its nearest neighbours are so many lightyears away that there are only ever about two stars visible to the naked eye at night. The Omnians, standard humanoids, tried to make a stand against the Masters. But after the Battle of Destiny, an event where fifteen thousand were killed in eight seconds, the Masters circumvented their military's defences and secured victory. The date of this was designated Day One, Year One, with the planet's previous history becoming a taboo topic, and writing and reading at all becoming outlawed. The Omnians insist that they are grateful to be under the Masters' superior willpower and never voice dissent where it can be heard. That said, the Masters are rarely seen, with only a handful ever actually stationed on the planet at a time, mostly communicating through their Omnian emissary, Magister Carmen Rega. This is odd, because Daleks normally send a larger invasion force.

Few on Omnia would recognise the Daleks as such, as they simply know them as the Masters, believing them to be invincible superbeings, not even knowing there are biological creatures inside of their casings.

Most of Omnia's activity is focused inside a vast metropolis. One half is the towering, opulent Overcity, built by the Daleks in an impressive feat of engineering, for it stands entirely on stilts. The original capital of Omnia is now referred to as the Undercity, literally existing in the Overcity's shadow. The high class of the Overcity consists of planners, scientists and others designated useful to the Daleks for mysterious reasons and granted privileged lives, fine tunics and travel through the air in ships colloquially referred to as Skyboats. The Daleks reside in Level Omega, the highest level of the Overcity, alongside Magister Rega.

The Undercity still bears scars of the war, with most buildings (termed "Dwelling Units") derelict, and the citizens ("Work Units") hardly in better condition. The Undercity is organised into quarters, with an off-limits "Forbidden Quadrant" surrounded by a sophisticated energy barrier. This is where much of the war took place and is almost totally destroyed. Beneath the Undercity is a system of mines where the worst dissidents and criminals are sent to toil away to obtain vitanium. Vitanium is an ultra-efficient mineral utilised as a power source in most hyperspace drives, including those of the Daleks. It's so rich in energy that it gives off a constant ambient glow which fizzles with intensity when agitated. Despite how highly radioactive it is, vitanium radiation is generally harmless to all species known to have interacted with

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

it. Vitanium is an incredibly rare mineral but found in abundance on Omnia, revealing why the Daleks came to the obscure planet in the first place.

All areas are patrolled by the Watch, black-uniformed officers who enforce the Masters' laws, including a strict curfew signalled by blaring sirens. The Watch use a system of elevators hidden throughout the vitanium mines to quickly reach different areas and are armed with laser guns called Sizzlers. Sizzlers have three settings - stun, burn, and kill - with no outward sign of which setting they're on until they're fired, which helps their threat.

With reading and writing banned, the vast graveyards around the capital have had every gravestone scoured into a blank slate. Possession of any written material is a crime, and many can recall the Daleks instigating mass book burnings. Rumours exist of individuals known as Truth Speakers, people who have completely memorised the texts of destroyed books, ready to recite them for rewriting on a glorious day when the Daleks are gone. Truth Speakers are the Watch's priority target, with the resistance groups that regularly pop up being a close second.

Magister Carmen Rega was an advisor to the former Magister and was promoted upon his death by the Dalek Supreme himself. Most see her as a traitor, and she is nothing more than a puppet leader. She knows this and exercises what power she has against the Daleks who accompany her, trying to ensure that "only" the worst criminals are sent to die in the mines. Carmen's desire to save her people from the worst while having to appease the Daleks has put her in an impossible position, one she manages with a stoic expression and careful planning.

One of the citizens Carmen wishes to protect is Aldo Rega, her son. Aldo is a fiery young man who holds his mother in such contempt for her betrayal that he requested to have his rights stricken and be redesignated as an Undercity Work Unit. That was a decade ago, and he hasn't seen his mother since. Aldo is eager to join a resistance movement, such as the one organised by Hingus Steen, a friendly former soldier. But he would be disappointed that most resistance group meetings consist of listening to a Truth Speaker recite the text of a book. This is all the resistance that the Omnians believe they can manage, as they think their Masters are completely invincible.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Hingus Steen is a smug undercover officer of the Watch, who organises phony resistance group meetings to trap as many dissidents as he can.

The reason why there are unusually few Daleks on Omnia is the very reason they're there. One of the Dalek Empire's most carefully guarded secrets is that vitanium radiation is deadly to them, directly attacking their mutated cells. Even the tiniest atom seeping into a Dalek casing could melt the mutant within in minutes, with only the likes of the Special Weapons Daleks

managing to hold out for longer. The entire atmosphere of Omnia is so saturated in vitanium particles that the small platoon of Daleks rarely leaves the Overcity unless necessary. This is why the Undercity's Forbidden Quadrant is so well-guarded: it contains the buried remains of dozens of dead Daleks, which would not only clue the Omnians into their weakness but also that they have a weakness at all. Vitanium is too useful a resource for the Daleks to avoid it entirely, and so the entire Overcity has been constructed to house scientists and researchers who are tasked with finding a way to make Daleks immune to its effects. They are likely to succeed eventually, at which point Omnia will just become another part of the Dalek Empire, having lost its best chance at rebellion.

Magister Rega was secretly instrumental in the Dalek's initial victory. She disagreed with the former Magister's orders to send hundreds to their deaths in a war she saw as impossible to win and contacted the Daleks with his location. This is the act that got her the position of Emissary by the Dalek Supreme, who is currently on his way to pick up a shipment of vitanium. He is aware that Carmen has conflicting loyalties and intends to capture her son and force her to exterminate him herself to prove her loyalty. This would likely be the last straw, forcing her to fight back. Despite this, Aldo and the others Omnians may not be able to forgive her actions as the Dalek's emissary.

MAGISTER CARMEN REGA

Attributes: Awareness 4, Coordination 3, Ingenuity 4, Presence 4, Resolve 5, Strength 2

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

Traits: Authority (Major: Magister of Omnia), Brave, Cutting Edge Technology, Emotional Complication (Major: Fraught relationship with her son, and in an impossible situation to keep the Daleks appeased), Indomitable, Voice of Authority, Well Mannered

Tech Level: 5

Story Points: 6

WATCH OFFICER

Attributes: Awareness 3, Coordination 3, Ingenuity 2, Presence 4, Resolve 3, Strength 4

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

Traits: Authority (Minor: Omnian Watch), Cutting Edge Technology, Menacing, Obligation (Major: Serve the Daleks and crush resistance), Ruthless (Minor)

Equipment: Watch Uniform (Armour: 3 points), Sizzler – S(S/S/S) or 4(2/4/6) or L(6/L/L) damage

Tech Level: 5

Story Points: 1-2

THE PATRICIAN WORKS *(Time-Burst)*

In 1864, a new steelworks has been built in Upperthorpe, an otherwise residential district just outside Sheffield, looking down on the town of Neepsend in the Loxley Valley. Named the Patrician Works, it hasn't yet opened for business but is starting to look for local workers and craftsmen to hire. Many of the prospective employees are termed "little mesters" in the local parlance, meaning they're self-employed master craftsmen. So employment at the Patrician Works would mean exchanging their freedom for the security of a daily wage. The wages on offer are very low, but the factory will also provide on-site living accommodation for the workers and their families, a cookhouse, a school for the children, a full-time doctor, electricity and running water.

The owner of the Patrician Works is Eugenia Virtue, whom the Doctor would recognise as Professor Patricia McBride (see V183). A female factory owner is unusual enough in the 1860s, but by this stage, Professor McBride is more than just a woman. She has become bonded with her Dronidian chrono-armour (see V151), its cables fused with her flesh. The Patrician Works encapsulates her vision for the future: workers leading better lives, with McBride herself as a philanthropist building a better world.

Professor McBride's right-hand man at the factory, in line to be foreman or even manager, is Mr Colton. Colton is a grim figure who doesn't take any disrespect from applicant workers. Anyone who doesn't respect him, his boss or the Works risks finding themselves on the receiving end of his cane, which conceals a razor-sharp steel blade (Sheffield steel, of course). Conversely, "Eugenia Virtue" may well take a shine to anyone who is particularly bolshie to Colton, recognising their potential to be part of a rattening gang, wreckers willing to sabotage the machinery of her competitors.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Professor McBride is aware that the Great Sheffield Flood is due to take place on 11th and 12th March 1864. The newly completed Dale Dyke Dam will collapse while the reservoir it's been designed to create is being filled for the first time. The release of water will flood the Loxley Valley and wipe out settlements like Neepsend.

Hundreds will be killed, entire families and villages swept away. McBride doesn't intend to try to prevent it or even warn those at risk. Instead, she intends to take advantage of the disaster.

The Patrician Works, constructed on the top of a hill in Upperthorpe, will be spared the deluge, whereas the factories of McBride's competitors down in the valley will be swept away. In the aftermath, the steelworks that survive will arm the world. The Patrician Works and other factories that Professor McBride establishes will construct battleships, tanks, nuclear submarines. Under her guidance, the future will change, industrial development will accelerate, and there will be a computer revolution by the Edwardian age. It will be a finer, more efficient world! What's more, the Great Sheffield Flood is part of established history and cannot be prevented by do-gooders like the Doctor!

MR COLTON

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Convince 3, Fighting 2, Technology 1

TRAITS

Tough
Voice of Authority

EQUIPMENT

Sword-cane: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 4

THE PEASE POTTAGE NEXUS *(The Corruptions)*

When Professor Patricia McBride (see V183) captured the Doctor in the Purity timeline (see L142), she set up a cauterised timeline for four very particular prisoners: the Doctor, Mel, Hebe Harrison (see A85) and Elise Kaplan (see A102). But she has separated the Doctor from the others to ensure his good behaviour.

Each morning, Mel, Hebe and Elise wake up in a version of Pease Pottage circa 1987, where Mel grew up. They have no memories of the Doctor or Purity or how they got here, and initially they just take it for granted that this is where they live. Hebe keeps tropical fish and runs Crazy Paving, a café which has been voted the best in Pease Pottage three years running. Elise writes poetry and has a florist's shop. The tropical fish and the poetry help keep them both calm.

Meanwhile, Mel goes off to work in Brighton. Or is it London? Or maybe up at the radar place? Nobody seems quite sure, but it's something to do with computers or IT. Anyway, she first pops into Crazy Paving to see her friends and the other locals like Mr Peabody, Mrs Varley and Bob with his dog Oscar. They all get on well in Pease Pottage and have been here for years. Mr Peabody is always putting notices for beetle drives up on the village bulletin board, an old blue police box. When did that arrive? Mr Peabody says it's been here forever and plans to put shelves in and convert it into a second-hand book drop. But Mel thinks it's new. When she peeks inside though, it's disappointingly empty.

Recently, however, Mel has been beginning to think that something's not right and that she's living the same day over and over again. The others aren't convinced, except there's a new multi-coloured fish in Hebe's tank. And then the wraiths appear. Wraiths with Mel's face that try to kill people...

Meanwhile, the Doctor has found himself stuck in Pease Pottage Services on the M23 circa 1992, and can't leave. He knows he needs to get across the motorway to Pease Pottage to find Mel, but every time he tries, he's almost run over by the constant

traffic. And if he ever gets too close to succeeding, Purity appears and sends him back. But there are video machines in the services' arcade. Maybe he could cannibalise them to build a device capable of teleporting him into the village and five years into the past...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

It's whenever the Doctor makes an escape attempt that the wraiths appear and threaten his friends. They're part of Purity's deterrent for the Doctor. First there was only one. Then another, and more. Mainly with Mel's face, but also with the faces of any other villagers they've managed to kill. They're not really wraiths. But they're not ghosts or zombies either, but something in between.

The initial wraiths are corruptions of Mel because of her tangled timelines, which is almost as complicated as a Time Lord's. Their touch is raw temporal energy that ages people, though any who survive find the effects fading after a while. This version of Pease Pottage is a damaged nexus of timelines with corrupted versions of Mel. If Purity herself were to come here, she would discover that she can't control time in this place, and the wraiths would attack her for her chrono-armour.

CORRUPTION WRAITH

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 1, Resolve 2, Strength 2

Skills: Fighting 2

Traits: Fear Factor 2, Immaterial, Natural Weapon (Special: Ageing Touch – 5(2/5/7) damages, ignores all Armour), Weakness (Minor: Afraid of Mel)

Tech Level: N/A

Story Points: 1-2

THE PRIMORDIAL MOON *(The Tides of the Moon)*

In the far distant past, the Earth's Moon was covered by a single ocean, the water covering 99% of its surface and leaving only the occasional isolated island. When the TARDIS landed here, the Doctor estimated it to be around two billion years in the past, but it may be much further back given the state of the Earth at this time.

There is life on this primordial Moon. Birds wheel in the air, and creatures like anemones dot the rocks along the island shores. There is even an intelligent species, though one not native to this world. The Gilleans (see A105) are an amphibious race who came here in the even more distant past, so long ago that they cannot remember their origins or how they reached the Moon. They live in a magnificent city on the shores of one of the islands. The city's walls look organic and, if examined closely, seem to have some of the characteristics of a living organism. The Gilleans' technology is around the level of the early Renaissance on Earth, so they have lost the knowledge to be able to travel between the stars.

Along the shoreline, the anemones are stranded above the water. These creatures can't breathe air and the erosion of the rocks indicates that the sea isn't normally tidal, or hasn't been until relatively recently. But as the day progresses, a blue-green planet rises above the horizon, the ancient Earth but much closer to the Moon than it should be. As a result, the sea rises rapidly, catching anyone nearby unawares and at risk of being swept away.

The Earth is at an early stage of development. It's still growing and coalescing, as a result of which its internal gravity is still fluctuating, enough to drag a TARDIS off course. As it has gained mass, the Earth and the Moon have drawn towards each other, with potentially catastrophic effects for the Moon. The oceans have gained ferocious tides, and earth tremors are increasing in frequency and magnitude. It is likely that the water will soon be drawn away entirely, before the Earth and the Moon achieve an equilibrium and the Earth's formation settles. Unless the Gilleans can escape, they will be killed.

A more direct threat to the Gilleans is in the form of the Sheega (see A105), creatures that look like a mouth full of shark's teeth and that walk on two legs, which come out at night to hunt. The Clutch Father who rules the Gilleans ensures that a conch sounds a foghorn-like call to warn the people, and the Gilleans enter a trance and automatically seek refuge, uttering the litany "*Find shelter. Hide alone. Fear the Sheega.*"

**SPOILER WARNING! SPOILERPHOBES
SHOULD READ NO FURTHER!**

The Gilleans and the Sheega are the same people. The Sheega are just a much earlier stage in their evolution, and the Gilleans have retained an unknown and instinctive ability to transform into them at night and in times of extreme peril. But they have forgotten this and do not remember their transformations. When the Gilleans first arrived on the Moon, night fell and they all transformed, perhaps for the first time.

The shock was overwhelming. So the Clutch Father at that time put in place the system of the conch call to warn his people and the litany which acts a form of conditioning. Nowadays, only the Clutch Father himself knows the truth, but he wants to keep it from the Gilleans to protect them. Unfortunately, he has forgotten that their city is also alive and can transform back into the ship that brought them here so long ago. It is a means for the Gilleans to escape the cataclysm that will soon overwhelm the Moon, but it requires them to communicate with it by touch in order to give it the necessary instructions. Can their memories be rekindled in time?

One day, humans will find evidence of the presence of water on the Moon in the ancient past. But they will find nothing of the Gilleans.

PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-like Gravity
LAND MASS: Waterworld
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Gilleans
TECHNOLOGY LEVEL: 3



After Professor Patricia McBride (see V183) was believed to have been killed in the Vortex, the Doctor and Mel hurried back to find Hebe Harrison (see A85) in what they thought was the restored timeline. They were relieved to find Hebe had been restored to existence, but their joy soon turned to despair as they realised that Hebe did not know them. Nor did Ron Kaplan (see A102) who was acting as her protector and helper, and neither Hebe nor Ron had heard of Ron's wife Elise! It was clear that this timeline is another aberrant one created by Professor McBride, now in her guise as Purity.

When the Doctor had saved the lives of Patrick and Mary from the Great Sheffield Flood of 1864, in a timeline in which McBride had founded the Patrician Works (see L139), he had accidentally dropped a hint about the winner of the next Derby. Richard won a fortune when he placed a bet on Blair Athol, an outsider who came in at odds of 14/1. Little did the Doctor know that Richard and Mary were Patricia McBride's great-great-grandparents, and, in this revised version of history, she had now inherited the family fortune. With that and her chrono-armour, Purity has been able to mould the United Kingdom of this timeline into her idea of perfection.

In this timeline, Elizabeth Rodden (see A103) became the public face of Purity's policies, all underpinned by the Purity Charter. This seeks to eliminate the lottery of being born with a disability or suffering chronic ill health. In this world, there is free healthcare, free housing and free education (in Purity-approved schools). Even food is provided by the state, with everyone entitled to three free nutritional meals per day, as long as they conform to the Charter. Meals are delivered to the door, or citizens can choose to eat in restaurants and cafés, where they have to either present their nutri-need dockets or enter their details in the café's PurePad device and register their meals later. There are no menus; the PurePad records each customer's body mass, fitness and age and calculates the appropriate blend of nutrition required. Generally, the food arrives as a plate of bland mush. It's not very appetising and there's a thriving underground black market in illegal condiments to add flavour. In a similar vein, the only books that are allowed are those which have been Purity-approved. Purity knows best!

On the surface, this world is clean, efficient and friendly. There are no jackbooted thugs marching the streets, but the Purity Patrols watch out for any nonconformity by day and enforce the curfew by night. Everyone seems happy, but there is nobody with disabilities, no one with debilitating illnesses or injuries, and no elderly or infirm. Anyone physically, mentally or psychologically

non-conforming is taken away to one of the Purity Palaces. These have names like the Towers, the Lodge, the Lawns and the Willow Pond, all evocative of rest homes. Most people believe that the residents live out the rest of their lives in luxury. But once in a Purity Palace, they're never seen again: the Palaces are prisons to keep the weak and aged off the streets.

Even worse, any babies born with disabilities are euthanised. The Hebe of this world shouldn't have survived, which is why she's confined to her apartment on one of the upper floors of the Development and Organisational Centre for Tidal Ocean Research building in Sheffield. The acronym DOCTOR is a deliberate choice by Purity in anticipation of the Doctor's arrival. Up here, Hebe conducts research into seaweed and has tanks full of fish, including an electric eel called Elise. Hebe hasn't left her apartment for over thirty years and in truth is too scared of what might happen if she did. Purity must know that Hebe is alive (and presumably arranged for her work and apartment at DOCTOR), but perhaps it's an act of pity to salve her conscience over other timelines in which Hebe was wiped from existence. Ron was assigned to look after Hebe, something he believes Purity did as a punishment but which he considers to be a privilege.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor realises that this timeline is a paradox. The Doctor, Mel and Hebe wouldn't even have met McBride, and she therefore wouldn't have acquired her chrono-armour, if Ron and Elise hadn't been a couple. In this world, they don't even know each other, so McBride wouldn't have her time suit which has enabled her to shape this timeline.

There is a resistance, a group called the Forty Martyrs after those Catholics who were executed during the English Reformation. The Tudor reference is no accident, as the group was founded by the Doctor's old friend Evelyn Smythe (see A6), an expert on the period. Sadly, Evelyn died of a heart attack trying to protect somebody else, but the Forty Martyrs continue her work, hiding nonconformists, faking physical and IQ tests, and smuggling people abroad. Their main base of operations is the Tudor Tea Rooms in Sheffield, a clue to which is that it has an entrance ramp, unlike any other building.

Elise does exist in this world, as a prisoner in the Towers, one of the Purity Palaces. But she is the original Elise from the correct timeline, brought here by Purity to act as a conduit connecting the two worlds. She is how this paradoxical timeline can exist. Now, the Doctor and Mel have cemented it by being here, and if Elise dies while they're here, it will become the one true timeline forever.

Being exposed to the TARDIS will soon refresh Hebe's and Ron's missing memories. But even though Hebe asks the Doctor to return her to the proper timeline, he doesn't dare use the TARDIS here without further cementing this reality.

The Doctor, Mel and Hebe later visit the Purity timeline in the 26th Century (see L143).

THE PURITY TIMELINE, 26TH CENTURY *(Girl in a Bubble)*



By 2527, Professor Patricia McBride (see V183) has been maintaining the Purity timeline for almost five centuries (see L143). Her warped view of purity was initially imposed on the whole of the United Kingdom. But by the 26th Century, she has consolidated this down to the former city of Sheffield in a bid to keep it and its population uncontaminated.

Sheffield has been sealed within a vast white dome to keep out the unfiltered, impure air and the bacteria and other contaminants with it. Inside, it's like a sterile version of the Eden Project without any plants, or a very big shopping centre without any shops. Either way, it's large and echoey and creepy, an enormous white bubble containing the city. Life here is ordered by Purity, the streets are quiet and uncluttered and above all clean.

The population of Sheffield has been reduced to a race of unhappy drudges, though they may not even realise that they're unhappy. They're pale, insipid creatures who have never seen outside the dome and live in fear of unfiltered air. Humanity has been reduced to homogeneous morbidity. The people are so used to obeying Purity's rules that nothing is locked or guarded, even the areas which are unauthorised to the general populace.

Purity has rid her people of imperfection, disease and difference. Nobody here is ill or deformed or different from the human norm. Well, perhaps not quite nobody. But anyone with a defect is scheduled for purification in an incineration field, a chamber in which their quick clean destruction is carried out by the Purifiers.

Purifiers are the robots who enforce Purity's rules around cleanliness and perfection. They speak with an unemotional, robotic version of the voice of Purity herself and have wide-ranging powers of arrest and decontamination. Purifiers are armed with decontamination weapons which, on their highest settings, can kill a human. If they need to restrain anyone, they can spray a

rapidly hardening foam to cocoon them and render them immobile and ready for transportation. Purifiers carry out scans for biological imperfections, bio-hazardous divergence or impure contamination from outside. Unregistered divergents must be destroyed as soon as detected.

Purity herself is now confined to the Purity Tower from which she can monitor and regulate everyone's daily routine. Workers are woken at a specified time, allocated pill-based meals based on their nutritional needs, and assigned work schedules according to their skills. Everyone accepts this as being how things are and there is no resistance.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

After five centuries of maintaining this timeline as Purity, McBride has to use all her willpower to prevent it collapsing. Purity's announcements regularly fill the air, but the human at the heart of the Tower is a weakened shell of the woman she once was. McBride is still one with her chrono-armour, but it is now part of the vast computer that forms the Tower itself. Purity claims to be all-powerful and to oversee everything. But she's boxed in holding in place a timeline she created to get rid of the messiness of nature and the chaos of humanity. Intellectually, McBride *knows* she herself was not free of imperfections; but somewhere deep inside, she *believes* it to be so. This is a world built on a lie.

Purity is at the limits of her ability to keep this timeline in place. The strain is becoming too much for her to bear. If she lets go, she fears that the threads of this timeline will snap. What she really needs is the computational power of a TARDIS. With that, she would be able to find an iteration of history that will be truly perfect. Something the Doctor knows doesn't exist.

PURIFIER

Attributes: Awareness 4, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 3

Skills: Marksman 3, Technology 1

Traits: Entrap (Major: Solidifying Foam), Machine, Natural Weapon (Major: Decontamination – either decontaminates, or delivers S(S/S/S) or L(4/L/L) damage), Robot, Scan, Transmit

Tech Level: 6

Story Points: 1-2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

**PYRO SHIKA** (*Race Against Time*)

Rich iridescent blue soil and purple trees make up a great deal of the alien landscape of Pyro Shika, or at least the continent where the Shikari (see V189) dwell. A fascinating trait of the planet is how condensed the climates seem to be: snowy mountains, calm plains and deep swamps are all short walks away from one another! While this odd panorama has moments of beautiful tranquillity, it doesn't take long for a visitor to find out why the natives have had to become such efficient hunters. Giant moths, poisonous octopuses, acidic cave-water, poisonous fruit, deep cliffs, paths covered in thorns... Pyro Shika is uninviting, to say the least. Maybe its diversity in biological life is what initially attracted the Rani to the planet.

From the Shikari's perspective, she has only been on the planet for a generation or two; she's clearly put a much greater deal of time into it, judging by what lines the landscape. Gigantic mining and processing plants automated by robots, speeding dragster buggies covered in knives, robotic impersonators of local

animal life, an amphitheatre crammed with old, failed experiments desperate for blood... there are even points where the line between the Rani's experiments and Pyro Shika's natural life seem to blur, such as the zombified Shikari skeletons hiding beneath the riverbeds, and the trampoline-like field that bounces you uncontrollably into the stratosphere!

It's possible that the Rani uses Pyro Shika as a testing ground for her experiments before she applies them elsewhere in the Universe, explaining the sheer abundance and variety of the creatures hiding around every corner. Not to mention how many traps she's laid about the place to keep meddlers out: doors that require riddles to be solved before they can be opened, giant tile games, mazes... all with predictably deadly results. Still, this could provide any of her enemies the opportunity to put a spanner in the works of many in-progress experiments: countless years' worth of work and effort could be undone in just a matter of hours!

The Rani's base of operations is located within the Shikari's main city, the wall surrounding it being made of smooth granite cubes effortlessly cemented together. The wall is impressive enough on its own: it's as long as the Great Wall of China and tall enough to make the Empire State Building look like Lego. The main city was once a place of great cultural importance, where Shikari gathered to share music, art and stories of their ancestors in play halls, parks and museums. The gentle rounded alcoves, a defining aspect of Shikarian design that makes up the city, blend seamlessly into the landscape, painted cool shades of blue with tasteful interjections of warmer colours. At the very heart of the city is the Temple of the Great Fountain, so sacred that outsiders would never be let in without good reason.

The Temple of the Great Fountain is, appropriately enough, of great importance. It's not a fountain of water, but of sheer white heat, the energy of life itself. The power is generated by an iron core that revolves in the heart of the planet and manifests itself as a giant beam of light reaching into the heavens, pumping heat into Pyro Shika's atmosphere. The

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Small pockets of highly variable environments

SATELLITES: Three

SENTIENT SPECIES: Shikari

TECHNOLOGY LEVEL: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

temple itself is equally breathtaking: each brick used to build it was individually modelled to resemble the hands of each Shikari alive when the temple was created; the dome ceiling is chiselled from granite on which a replica of the local star system has been inscribed. Even the floor is a mosaic, using rare gems to depict famous events in Shikari history.

Naturally, such an impressive naturally occurring source of energy would effortlessly power something as complex as any kind of apocalyptic weapon built for messing with time. The once prosperous main city is now completely abandoned except for the Rani and her minions. Ugly metal fencing cordons off random sections of the city from each other, for no clear reason other than to make things more challenging for any intruders trying to reach the temple.

Worth noting is that the TARDIS visited two other locations when trying to locate the Rani: one was the ochre and purple hued atmosphere of a moon called Kerophysi, where stinkstone (proper name: Anthraconite) helps the local Quarintalardus hunt

its prey across barren shale. The species has an armadillo-like appearance while being the size of jackals. They feast on rocks, so they wouldn't eat your flesh. Your skeleton, on the other hand... With incredible swiftness, they'd fillet you like a fishmonger.

The TARDIS also visited the planet Hipuskyra, an uninviting place where fungi of all shapes and sizes, (including gigantic ones) grow from a ground coated in greasy mildew; making it easy to slip into puffballs filled with formaldehyde! Given that both destinations' names are made up of the similar letters to Pyro Shiki (hence why the TARDIS mistook them for the Rani's hideout), it's possible that Kerophysi is the planet's moon and Hipuskyra is in the same solar system. Also interesting is the possibility that both are just locations on Pyro Shika in their own right, the Rani sending the TARDIS faulty information as a distraction.

RATAPES

What were once literally lab mice are now large, muscular beings with simian bodies; these creatures were given the name of "Ratape", fittingly enough. Their fur has the usual range of shades for lab mice: grey, brown, black and white. As they live completely in maze-like subways and tunnels, they'd only be able to adapt to the wilderness if an area of it reminded them enough of a maze to find comfort and familiarity. It's a very good thing for the hypothetical ecosystem in question: these giant carnivores are horrendously brutal.

Ratapés only have intelligence for two things: sharpening their teeth on rocks and finding the most succulent joint in a piece of prey. Fortunately for any prey, they single-mindedly focus on killing and eating the biggest target first – including other Ratapés. They can go for weeks without eating, but that just makes them more desperate. Given that Ratapés are quite literally lab rats, you may wish to give individuals unique Traits. Some fun examples would be Additional Limbs, Size: Huge, Teleport, Invisible or even Vortex!

RATAPE

Attributes: Strength 6, Coordination 3, Awareness 4

Skills: Athletics 5, Fighting 4, Survival 4

Traits: Burrowing, Climbing (Minor), Fear Factor 2, Natural Weapon (Minor: Sharp Teeth – Strength +2 damage), Snap!, Single-Minded (Major – Hunts the largest prey in sight), Tough, Weakness (Minor: When outside of a maze-like environment, a Ratape takes a -4 penalty to any Survival roll and a -2 penalty to any Coordination roll); If a Ratape has not eaten in at least a week, it gains Quick Reflexes and Relentless.

Tech Level: N/A

Story Points: 1-3

CRYOGENATES

"Cryogenates" is an appropriate name for these humanoid figures, whose skin surface is a mere micro-fraction above absolute zero. They have no body heat, making them perfect warriors against the infra-red sighted Shikari. Their bodies are made of diamond hard ice, a myriad of tiny prisms that glitter and sparkle, making them unworldly to even the most experienced space adventurers. They have no need for a skeleton, but you can see their nervous systems and organs beat and pulsate underneath their frost.

Cryogenates are not quite beasts, but they're only intelligent enough to follow very simplistic instructions, "lumber slowly towards someone and kill them" being their favourite. They possess two easy methods of attack: firing shards of deathly ice from their mouths as swiftly as arrows from bows, and a simple hug. A hug from a Cryogenate naturally makes the recipient die of cold. Cryogenates need only to eat once every hundred years, and their bodies can adjust to most heat; they could adjust to a desert or even a fire, but could be melted by focusing a temperature just slightly above what they're currently adjusted to onto them. Antifreeze is a natural weakness of theirs, though.

CRYOGENATE

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 3, Resolve 4, Strength 3

Skills: Athletics 3, Fighting 2, Marksman 3, Survival 1

Traits: Clumsy, Enslaved, Fear Factor 3, Immortal (Major), Natural Weapon (Major: Ice Shards – 6(3/6/L) damage), Natural Weapon (Minor: Freezing Body Temperature – 2(S/2/3) damage), Slow (Minor), Special – Adaptive Temperature (Cryogenate bodies quickly adapt to a local level of heat, making them impervious to any heat source equal to or below that local level; but they begin to melt when exposed to a level of heat greater to their currently adapted temperature), Weakness (Major: Antifreeze)

Tech Level: N/A

Story Points: 1-2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

QUAN *(The Fellowship of Quan)*

Much of Quan consists of wet dark tunnels with rough-hewn passages, lit by a ghostly luminescence caused by fluorescent rocks. Not the most pleasant of places to visit, but intriguing. After all, what seems to be primitive tunnels lead to large control panels built into stone columns, where camouflaged hatches open to spray bullets. Thankfully, this defence system is old enough to give ample warning to any would-be hackers.

According to the computer terminal (or any decent scanning equipment), the tunnel system is almost completely submerged in piles of rock and sand with tiny little air pockets. The cause is obvious, as frequent earthquakes drop glittering masses of sand into the passageways, blocking them. Oddly enough, this sand is angular, sharp to the touch and blatantly artificial.

Quan's few robed inhabitants refer to themselves as the Fellowship of Quan, survivors of the "Mineral Exploitation Years". They're led by a wise, mysterious individual given the title of Sentinel (see V142). Their ancestors destroyed their planet's biosphere. It was drained of all resources by mining robots who accidentally went haywire, turning every single inch of the planet's surface into a dead, shifting sea of artificial sand with nothing left. The army of robots has been working for centuries, which forced the humanoid natives underground long ago. Not only that, but successive generations retained less and less knowledge about their world's technology as they adapted to their underground lifestyle, thus making it near impossible for them to even begin shutting down the mining/refining robots and making something of the dead world they've been left with. They can't even use their own computer terminals! However, they do have vague knowledge of a robot built by their ancestors as a fail-safe that can communicate with and shut off its "siblings", the aforementioned Quan. In fact, Quan has become such an object of worship across the generations that now their world is simply named after it, the

planet's original name literally lost to the sands of time.

As the Fellowship cannot use their own technology, they'd naturally view anyone visiting their world as both suspicious and a potential saviour. Such an off-worlder would be tasked with opening the door leading to a chamber in which Quan lies in suspended animation, sitting silently in green fluid.

"HERE LIES QUAN, WHOEVER SHOULD WISH TO FREE HIM DOES SO AT HIS OWN COST, FOR QUAN WILL KILL TO PROTECT HIS BRETHREN", reads the inscription on the chamber's door. Quan himself is squat, with small piggish facial features. His body is made of ridged plates, a similar material to the glowing rocks. Quan might be intelligent enough to reason that he should help the descendants of the humans who made him, but he might also be manipulated into taking revenge on those who want him to deactivate his brethren...

QUAN

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS

Athletics 1, Convince 2, Craft 1, Fighting 3, Knowledge 3, Marksman 1, Medicine 2, Science 3, Subterfuge 1, Survival 2, Technology 5 (AoE: Fellow robots of Quan), Transport 1

TRAITS

Alien Senses – Infra-red vision
Burrowing
Impulsive
Quick Reflexes
Resilient (Special)
Robot
Special: Glowing Body – Quan cannot hide from others when in dark spaces
Technically Adept

TECH LEVEL: 4

STORY POINTS: 6

QUANTAIN *(Doctor Who and the Warlord)*

You wake to find you are in a field, near a tall tree. One sun is rising, the other setting. To the north and west of you, very distantly, is the sound of fighting, but morning mist obscures the view south and east. There is no sign of the Doctor. In your back pocket you find a two way radio.

→ climb

From your vantage point in the tree you can see a metal road to the east, and a barren wilderness westwards. Battle scarred fields lie to the north, with a range of high snow covered mountains beyond, while the country to the south is shrouded in mist.

→ _

> EXAMINE

2743 is a very important year for Quantain; it marks the date when the planet's gruelling century-long war starts to finally come to a close. As the two suns rise over a fine morning mist, any travellers to this period might want to still stay clear of any battlefields. The previously scenic country landscape is now a patchwork of irradiated and barren spots of land, while lost soldiers still set traps and attempt to kill one another despite the formal declaration that the war is over. The jovial King Varangar will surely be grateful for anyone who assists him, looking for any excuse to host a great ball in his castle. In times like these any in-person gatherings need to be small and intimate by the planet's standards: only about ten to twelve thousand or so visitors in the room at a time. Just make sure not to upset the guards. They've been watching too many black market tapes from Earth and can't

stop chewing bubblegum and acting rude.

> ASK FOR MORE DETAIL

This planet has a wider array of species than most: people that look like vampires or demons coexist with those who have orange fur or tusks! With an average of 234 languages spoken in the central kingdom alone, you'll be sure to find something worth doing or someone worth talking to. Just make sure to keep a map of the very narrow walkways and roads, as they're made of the same seamless titanium as the rest of the city and it's very easy to get lost. Of course, you should also make sure to avoid getting into any tavern fights, falling into the moat, running afoul of guard dogs, startling Varangar's blood guard, getting locked in one of the castle's eight thousand or so dungeons, picking up booby trapped golden coins, sinking into the southern marshes, getting robbed by bandits, upsetting the space travellers' annual caravan, running out of silver buttons when attempting to pay suspicious vendors, looking appetising to giant eagles, crashing a hovercycle, falling into bottomless pits... oh, and take care not to get cheated by any centaurs selling stolen wrist computers: all those can do is play dull adventure games!

Congratulations! You have completed 100% of Quantain's entry. Please press RECORD then RETURN.

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard (with patchwork pockets of radiation and scarring)

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: Various (too many to list)

TECHNOLOGY LEVEL: 7

QUANTAIN'S QUIRKS

Quantain is a planet featured in the text-based adventure game *Doctor Who and The Warlord*. If you wish to emulate the nature of such a game, then you may wish to give each player a disadvantage where they're more likely to roll Disastrous results than normal. Take care to make these results entertaining for all involved, without completely shutting down your players' hopes of success (or more importantly, their patience with you!).

You could also choose to emulate this style of game's inventory management puzzles: your players find all their usual gadgets completely ineffectual on the planet and need to apply whatever objects they collect from their surroundings to solve problems; If a player uses a random object acquired in a way you decide is sufficiently creative or novel, give them a Story Point or bonus to their roll!

RIFF CITY, GALLIFREY *(Garden of Evil)*

In the 2300s, a crisis is occurring on a universal scale: planets across countless galaxies are undergoing mysterious mass famines, resulting in an incomprehensibly high number of deaths. In an atypical move of earnest goodwill and selflessness, the Time Lords of Gallifrey have developed a rescue effort. They will intervene when planets become inhospitable to their natives, and send "lifeboat" ships to ferry them back to Gallifrey, where they'll be relocated to another planet fit for them to live on. They'll also examine everyone sent in who possesses telepathic powers and offer to train them to act as translators between the Time Lords and their charges.

Unfortunately, things have not worked out so smoothly.

Currently there are hundreds of different races on Gallifrey awaiting transshipment to other planets, living in a dilapidated shanty town referred to as Riff City. It's a flat plain of squalid grey barrack huts and corrugated shanties, littered with refuse and as disorganised as an anthill. Crowded alleys bustle with countless species babbling in a thousand tongues, frantic with the urge to eat. The panorama stretches for miles, with "sound shingle" (white gravel that greatly amplifies sound made on it) the only thing separating the camps. Riff City is located at the foot of a mountain that the city of Prydos was built into, often literally cast in shadow.

The "Riffos" are actually well fed with food points scattered about the camps; their hunger is psychological. The Time Lords had a problem with gathering so many species alien to one another in one place, knowing that differences in diet (especially in such a small, enclosed space) would lead to disgust, distress and conflict between the gathered species. Their scientists came up with a bright green protein mixture dubbed "Promaze", acceptable

to the stomachs of every species in the Universe! Before you start stocking your TARDIS pantry, be warned that it tastes like pond scum. This has only deepened the misery of the refugees, desperate for the simple pleasure of familiar tastes and fulfilment. The Time Lords aren't empathetic enough to understand why they're not happy to eat the Promaze, thinking them ungrateful.

Refugees are generally forbidden from properly going into the main cities, but forged pass cards are being manufactured and traded by the thousands. No wonder, given that the mosaicked main cities are licenced to procure objects from all of time and space: the shops and stalls packed with foodstuffs from across all of existence. Worth particular mention are the red mover pears that when purchased, follow the buyer around until eaten. The high walls of the Gallifreyan Universities were originally meant to keep students disciplined, but now serve to keep refugees out.

To make matters worse, many planets the refugees are being shipped out to are having food problems of their own, so the newcomers get blamed and Gallifrey is back to square one. It seems the more the Time Lords intervene for beneficial purposes, the worse things get. What's needed is to try to determine what's causing the universal starvation and try to set things right, or else Riff City will quickly become the mass grave of millions who wished for a new life, with only the bright green Promaze remaining as a signpost of failure.

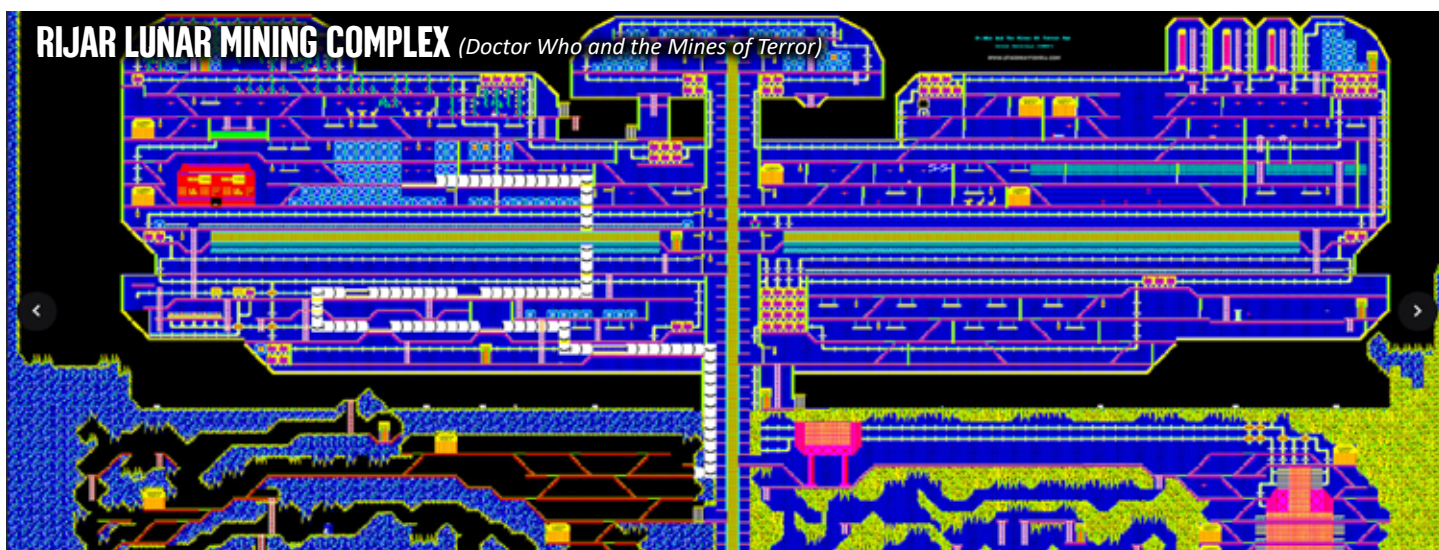
In a desperate bid for order, the Time Lords have given the Malians (see *V170*) free reign in policing their fellow refugees, turning a blind eye to the Malians' gleeful murder of their charges. Resentment keeps building towards critical mass, and one revolt will lead to others. It seems that the Riffos are whispering to one another about the idea that the rescue effort was an intentional attempt at universal genocide by Gallifrey. It can't be long until the dam of anger bursts, the countless races uniting and rioting against the Malians and Time Lords, possibly becoming a force even the ancient keepers of time can't overcome!

GALLIFREY AND AWAY

As this version of the Time Lords is quite different from any other depiction we've seen, you may wish to come up with an explanation for their behaviour. Naturally, a campaign that centres entirely on Gallifreyan political intrigue could use the build-up of the rescue effort and its tragic end as a long-term sub-plot and background detail.

Is this a Gallifrey from the past, with the failed rescue effort being the reason they develop a non-intervention clause? Could it be a future where the Lords have been humbled and matured? The President who put this in motion could be a villain with sinister motives, putting all this in place knowing how chaotic it would turn out. Alternatively, the President could be genuinely distressed about how their good intentions manifested. They could be an alternate or future incarnation of your own Time Lord, or even the Doctor!

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



A distant part of the Y-Absolem spiral, Rjar is a completely barren planet of little importance or interest, only a few times larger than the red dwarf star it orbits around. Little attention was given to it until a deep space probe passed by the planet's emerald moon and catalogued inexplicable oddities on the planet's second, primarily blue moon. Before the All-Worlds Federation could investigate, they came under attack by the fearsome space empire of the Ky-Al-Nargath. To the surprise of most, Y-Absolem turned out to be where the bloodiest battles of this epic campaign's earliest years took place. Recently discovered intelligence suggests why: the Ky-Al-Nargath had discovered the mysterious mineral of Heatonite, abundant in the crags of Rjar's second satellite.

Establishing a joint mining complex/processing plant, the "Nargies" quickly enslaved both of the vibrant cobalt moon's native sentient species: the tribal Rjarans and bestial Madrags. Not long after installing their sadistic robotic minions known as the controllers into the factory, the Ky-Al-Nargath and their empire vanished completely from space as quickly as they had arrived. Scholars of the Ky-Wars believe the Nargies were undone by their attempts to use Heatonite to fuel their warships and travel through time, speed-running their way into incorporating chronology into warfare for the first time in recorded history.

The factory's layout and design appears to have been built for

optimal use by the enslaved natives, rendered almost mindless by overexposure to Heatonite. The final product incorporates an amount of physical activity that you'd more likely find in an obstacle course than a place of work. Anyone simply wanting to get to another room is likely to spend a few minutes running, jumping and climbing through a maze of ladders, conveyor belts and steel stairs. To say nothing of the visual design of the place, the garishly blue walls "complement" each piece of fiercely bright

RIJANS

The diminutive Rijans are so named as they're theorised to have come directly from the main planet the moons orbit around.



Once a mighty civilization capable of space flight, long-term exposure to Heatonite seems to have cursed them into slowly degenerating into simple-minded primitives, while simultaneously blessing them with vastly expanded lifespans. When interacting with large quantities of Heatonite, they even appear to get limited precognition abilities! What little culture they've managed to form indicates that they worship ageing itself, sacrificing themselves under the belief their souls may become part of the crystals. Their docile nature means they're unlikely to be aggressive towards any space travellers, but also shouldn't be expected to help without force. Their weak-willed minds make them an easy target for anyone wishing to whip up a disposable workforce to operate the facility.

RIJAN

Attributes: Awareness 3, Coordination 3, Ingenuity 1, Presence 2, Resolve 1, Strength 4

Skills: Athletics 1, Subterfuge 1, Survival 2

Traits: Alien, Alien Appearance, Precognition (only in the presence of Heatonite crystals), Size: Tiny (Minor), Weakness (Minor: Rijans suffer a -2 penalty on all rolls to resist commands or mind control)

Tech Level: 1

Story Points: 1-2

PLANETARY DATA

SIZE: Tiny

GRAVITY: Low Gravity World

LAND MASS: The Rock

ATMOSPHERE: Thin Non-Standard Toxic

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Madrags, Rijans, Controllers

TECHNOLOGY LEVEL: Mining complex built by level 7 bordering on 8 civilization; Rijans formerly 6, now 1.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

yellow, red and purple machinery, often emblazoned with its name or initials in giant letters.

The giant turbo lifts that dissect the factory into sections might remind one of a colossal fun slide; indeed, you might think you've walked into the most dangerous children's indoor playground in the galaxy! An assumption supported by the macro power-generator being activated by inserting giant blocks emblazoned with the letters S.T.A.R.T. into it, while another machine is notably activated through decoding a bizarre generated string of brightly coloured shapes. Incidentally, the former is switched off by replacing those last three letters with O.P.

On top of all this visual, physical and mental exhaustion, make sure not to go out into the moon's atmosphere as it's heavily poisonous to all non-native species. Mercifully, the complex is littered with Cryogenic Stasis Chambers designed to help you rest your mind and body, allowing you a short respite (and healing 1 point of damage per Round spent inside them, in a manner similar to a TARDIS's Zero Room). Careful not to bite into any of that lush

fruit in the greenhouse: it's genetically engineered from Cryostan plants to act as super-coolant, stopping the factory from blowing its inhabitants across space in disembodied chunks!

Of course, the danger of the Heatonite the facility exists to extract cannot be understated. Extracted from the lava crust layer, its light-absorbing and time-bending properties are perhaps unmatched by any other naturally formed compound in the universe. When large groups of these crystals are brought together, time and space appear to glitch around them; individuals and objects might slip through walls, disappear for moments at a time or appear to flicker in and out of existence!

The bizarre complex wouldn't be in disuse for long, as the renegade Time Lord universally referred to as the Master took control of the complex, desperate to get the Heatonite to power a 'Time Instant Replay Unit' so he may achieve immortality, living out a fantasy of becoming the devil himself. It seems he plans to trick a specific fellow Time Lord into engaging with him, using this rival's very brain to power the modified TIRU. Although this plan sounds absurd, the sheer scale of Heatonite's power could make this an easy victory for the madman, and then it's game over for the rest of the universe.

CONTROLLERS

Armed with a probe capable of causing everything from instant death to "nerve burn" (the incineration of every nerve in the body at once), the robotic guards of the facility take very great and surprisingly enough, very real (due to their micro-powered pleasure circuits) enjoyment in punishing disobedience. Mostly running to and from their guard posts, key areas are monitored by the "Supercooled Controller Squad". This group aptly gets their name from the Cryostan super-coolant running through their systems, allowing for much greater reaction speed. All controllers use their odd wheel-like lower-halves to travel around, and are only able to move on a metal grid connected to the factory's backup power supply. You could trip one up with just a patch of carpet! Space travellers might note that the controllers' design and weakness bear an uncanny resemblance to the earliest forms of another race of intergalactic tyrants...



CONTROLLER

Attributes: Awareness 3, Coordination 2, Ingenuity 3, Presence 3, Resolve 4, Strength 4

Skills: Athletics 3, Fighting 1, Marksman 3, Technology 3

Traits: Armour (5 points), By the Programme, Dependency (Major: Requires power from the factory's grid-system; removing contact renders them powerless), Fast (Minor), Fear Factor 1, Natural Weapon (Major: Probe – S(S/S/S) or L(4/L/L) damage), Robot, Scan

Tech Level: 7

Story Points: 2-4

SUPER-COOLED CONTROLLER SQUAD: Squad members have stats as above, but with Coordination 3, Presence 4 and Quick Reflexes.

MADRAGS

These saurians were the original dominant species on the moon before the Rijans and Controllers arrived. Despite not being as capable of sapient thought as the other two species in the satellite's unconventional ecosystem, the Madrags' strong, elastic jaws are considered some of the most deadly of any species in the known universe: Heatonite mutation has replaced the calcium in their teeth and bones with titanium! Madrags indiscriminately put their gift to use, snacking on any Rijans who enter their subterranean lairs. Endlessly disturbed by the mining equipment, they often try to reclaim their former territory. Aiding them is a fearsome quirk of their young's biology: infant Madrags lie dormant in their eggs until they detect organic matter nearby, at which point they launch themselves at their soon-to-be-first-meal with infra-red sensors in their snouts. Addicted to the Cryostan fruit, its properties make their nerve fibres super-conductive: giving the already terrifying beasts lightning fast reaction speeds.



MADRAG

Attributes: Strength 8, Coordination 3, Awareness 3

Skills: Athletics 2, Fighting 3, Survival 4

Traits: Alien, Alien Appearance, Alien Senses (Infra-red), Armour (5 points), Fear Factor 2, Natural Weapon (Minor: Titanium Jaws – Strength +2 damage; Armour-Piercing (Major) – ignores the first 10 points of Armour), Quick Reflexes (only if the Madrag has eaten Cryostan fruit within the last few hours)

Tech Level: N/A

Story Points: 1-2

RIM PLANETS *(Invasion of the Ormazoids)*

Located at the rim of the universe, these seven planets serve as the adopted domain of the scheming Lord Darval (see *V108*) in the 25th Century as he plans to beam his army to 20th-Century Earth via a hypertime tunnel. Despite the universe being infinitely expanding, it can be assumed that something about this system keeps it fixed in its location. Very little is known about most of the planets, but it stands to reason that there's plenty of interest at this incredibly bizarre spot.

At the heart of Darval's domain lurks the planet Orm. Murky red light shines over domed buildings, lesser gravity and heavy (but breathable) air marking it as far away from Earth. Darval's main military base is hewn into a large mountain not far from the central city (also simply named Orm), while his personal home has been constructed as a flamboyant castle that towers over all. Ormazoids (see *V178*) stationed in the castle are armed with melee-orientated Laser Lances instead of phasers. The base is designed to be as confusing to intruders as possible: completely identical tunnels loop back on one another indefinitely and doorways drop straight into rushing rivers underneath the facility! Ormazoids constantly whizz about in high-speed swooper cars.

Confusingly, Darval's main military force consists of the Ormazoids

(technically non-native occupiers of Orm) and "Darvallians", the native (and averagely humanoid) citizens of Orm who have betrayed their countrymen to serve the "supreme being".

The fifth of the seven planets scattered along the rim is the sea-washed Tokl, somewhere you may be diverted to when attempting to get to Orm. Strange pink coral shapes loom along the shoreline of pleasant purple beaches and green shrubs. Mellow music and calming voices slowly inch into your mind from the sound of the crashing waves, wanting to meet you. These voices come from the native Shargoans, fish-like people with four arms, three legs and yellow or green scales. Despite their siren-like desire for visitors, they're completely indignant and judgemental towards any paranoia they sense in a guest's mind.

The Shargoans' technology is advanced enough to have transport craft and hydro-electrical energy, yet their culture remains untouched enough to have priests performing ritualistic sacrifices to their god Moa. The Shargoans have a vast pantheon: the beach is their sacred God Patch; and the coral shapes are a "Godline" representing greater or lesser gods to be worshipped at different times and tides. Surprisingly enough, they offer a place in their pantheon to any visitors they deem impressive or who represent a domain not yet covered (which might include the sheer novelty of possessing only one pair of arms and legs each!) ...of course, this means literally immortalising these visitors into statues.

PLANETARY DATA: ORM

SIZE: Medium

GRAVITY: Low Gravity World

LAND MASS: Earth-like

ATMOSPHERE: Earth Non-Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: "Darvallians", Ormazoids, native Ormites

TECHNOLOGY LEVEL: 5 for most of planet, Darval's forces are 7

PLANETARY DATA: TOKL

SIZE: Small

GRAVITY: Earth-Standard

LAND MASS: Archipeligopolis

ATMOSPHERE: Earth Non-Standard

CLIMATE: Hot

SATELLITES: 0

SENTIENT SPECIES: Shargoans

TECHNOLOGY LEVEL: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Shargoan rock sculptors deftly use skilled hands to bend and flow malleable Orgon Rock to encase the poor guest. Sacrifices and new family-members please their sea-gods, who give them great hydro-electric power to fuel their dark, slimy, underground cities with.

Moa's main statue of worship is secretly a plant placed by Darval's forces, intentionally diverting anyone attempting to visit Orm to Tokl to be killed by the natives. Said natives appear to be ignorant of the arrangement, including the fact that "Moa" stands for Monitor Oversee Advise. Any sacrificial offering may attempt the "Challenge of Moa" to escape. This consists of two parts: decoding a simple cypher and then a simple riddle. But be careful, as the

giant statue is set to self-destruct if somebody answers correctly. Who knows how much of the subterranean cities will survive? Oh, and a message will be sent directly to Lord Darval informing him of a guest intelligent enough to be worth inducting into his fold.

Zor is the Rim Planet where Darval's main body of scientists and engineers come from. Zorians have two leaf-green heads with a giant eye in the centre of each. Their doubled brains offer twice the "processing power" of most species, and they speak in unison from both mouths. This combined with their large, suckered feet and arms and coiled, tubular bodies make you wonder just what their planet could be like to have born such evolution!

Two other planets possibly visited by the Doctor's TARDIS during the Ormazoid Invasion include Semor VII, famed for giant, intelligent rock-eating spiders in dusty canyons, and Virni, an advanced world where reconstructionists terraform locations to force-evolve long extinct Earth life. It's unknown if either of these planets are part of the Rim Worlds.

SHARGOAN



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	2	STRENGTH	6

SKILLS

Athletics 5 (AoE: Swimming), Convince 6 (AoE: Subliminal Messaging), Craft 1, Fighting 3, Knowledge 1, Medicine 2, Subterfuge 1, Survival 4, Technology 2, Transport 3

TRAITS

Additional Limbs – Arms
Additional Limbs – Extra leg
Armour (5 points)
Alien
Alien Appearance
By the Book – Religious Rituals
Environmental (Minor) – Amphibious
Fear Factor 2
Hypnosis (Minor)
Sense of Direction
Psychic
Telepathic
Well Mannered

TECH LEVEL: 4

STORY POINTS: 2-3

ZORIAN



AWARENESS	5	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	10	STRENGTH	2

SKILLS

Convince 2, Craft 2, Fighting 1, Knowledge 5, Medicine 4, Science 5, Subterfuge 1, Survival 1, Technology 5, Transport 2

TRAITS

Alien
Alien Appearance
Boffin
Devotion – Lord Darval
Fear Factor 1
Mental Calculator
Technically Adept

TECH LEVEL: 6

STORY POINTS: 2-3

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



For the safety of society, you have now been chipped, and automatically subbed to StateNews, Laws&Regulations, and Governor_CromptonOfficial. You will now be detained until you have demonstrated an understanding of your citizenship responsibilities.

Rusina is a human colony named for the Roman goddess of fields, though it's long moved past its agrarian beginnings. The high-tech planet's main city is always as noisy as Times Square on New Year's Eve, but the AI-driven hovercars aren't to blame; the din is thanks to the backbone of Rusina's society, Chips. Chips are small, voice-controlled microchips implanted subdermally, which can play audio, project holographic video and connect to Rusina's worldwide social media platform. Choosing not to have a Chip isn't an option, as disruptive No-Chippers are quickly reported and sent for mandatory Chip insertion. The ubiquity of Chips has led to public spaces filled with people recording their status updates, watching videos at full volume or photographing their lunch, with the 'Like' notification chime heard constantly. Every few minutes, Chips automatically play targeted ads for tacky nonsense like candy dental floss, wings for cats and see-through eyelids, or for patronising beauty products.

Remember to Sub to ChristieOfficial, the only official account run by Christie herself, the ingenious advertising mind behind ChristieCorp and its many flagship brands, including Peri Beauty. Peri Beauty: let us be your Fairy Godmother! Coming Soon: the Peri Summer line, for women in their summer years. This has been a promoted Issue.

The social media system is extremely basic. Posts are referred to as Issues, after the act of issuing them. Issues may be posted to one's feed and reissued by another person to their subscribers, with just a Like/Dislike system for feedback. When your Chip notes that you've received a Dislike, it sends a jolt of electricity straight to your pain receptors, feeling like a sharp insect sting to the stomach. This is a deliberate feature of the Chips, as it dissuades people from issuing unpopular opinions. Those past a certain Sub

threshold gain access to certain privileges, such as being allowed to apply for college. Scheduling a meeting with Rusina's governor requires fifty-thousand subs, so only the most popular people are allowed to have their concerns heard politically. Rusina doesn't get many off-worlders, who are seen as exotic, but they would get high Sub counts if paired with the right marketer... provided the off-worlder is an attractive human being, of course.

The Yoblan menace is real; don't let them in. Protect yourself, protect your children, protect your subs.

– Governor_CromptonOfficial

61K+ Likes, 0 Dislikes

Governor Crompton oversees the entirety of Rusina. She's often curt, sounds bored and is the one who conceived of the Chips, swearing by them as the best way of running a society. What's better for judging social forces than society itself? Crompton does admit that her position gives her something of an advantage in the system, as being the head of the planet's government means she can simply give a planet-wide order for everyone to Sub, Unsub or Dislike whoever she wants. She takes pleasure in gaming the system, including editing holographic recordings of her enemies to make it seem as if they're saying deeply unpopular things. No matter the laziness of these edits, they always work, and the agony of thousands of simultaneous Dislikes is enough to quiet any enemy. As of late, she's been spreading propaganda against the Yoblan, a species of frilled lizard-like aliens from the neighbouring planet. The Yoblans' homeworld has suffered an asteroid collision which poisoned their atmosphere. They lack ships advanced enough to escape the solar system and are able only to migrate to Rusina. Crompton doesn't doubt that the Yoblans are decent or that she could easily help them. But she knows her people would be biased against the ugly aliens, and she can't risk her own popularity!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Rusina has an open secret that most accept as a necessary evil: if someone is struck with enough Dislikes at once, the high

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

electrical shock to their body is fatal. This is rare and usually limited to those the Governor chooses to attack. It takes roughly a million Dislikes to kill an adult, and schoolchildren spreading nasty rumours can kill their peers. No one dares to publicly challenge this, as vocalising criticism of the Chips is itself an unpopular opinion, the cultural violence perpetuating itself. However, a small underground resistance operates from the city's outskirts.

The resistance is led by a technician named Hoffman, an older woman guilt-ridden for having invented the Chips. Hoffman had good intentions for the Chips as a revolution in communication and information sharing. But Governor Crompton convinced her to incorporate the Like/Dislike system. Hoffman has made two major breakthroughs: handheld tech that can block all outside signals to a Chip, and can even cause them to explode if focused enough (killing the person they're attached to); and the ability to reverse the Dislike process. For the latter, instead of a Dislike causing harm, a Like sends the electrical jolt to the pleasure centres of the brain instead. Despite these, Hoffman has no concrete plan on how to disrupt the system or fight Crompton, and her resistance fills its time with minor, empty acts of rebellion. Only Crompton herself would have the resources to remove or reprogram all of Rusina's Chips, and the Governor has no plans to remove her seat of power.

While Crompton manipulates the system for her own gain, even she can be victim to it. With the right direction, the mercurial people of Rusina may even have their minds changed on ideas which are currently unpopular, such as housing the Yoblan or reversing the Dislike system.

CHIPS

Anyone with a Chip implanted in them can interface with Rusina's social media, including posting Issues and Liking or Disliking the Issues posts by other users. However, Dislikes received are felt as a sharp pain, and too many can result in temporary damage or even death. Using social media should be treated as a social conflict, using Presence + Convince rolls for posting audios or videos, or Ingenuity + Convince for posting written Issues. Difficulty depends on how (un)popular the Issue is likely to be. For guidance, Difficulty 9 represents something popular, 15 for something contentious, and 21 for an unpopular Issue. Failed conflicts result in pain causing 4(2/4/8) damage, though as there is no physical injury, recovery is at a rate of 1 point per Round – except when death occurs!

Posting Issues can be weaponised by directing negative comments at a user or arguing against the Issues they post, causing them to receive Dislikes. This should be treated as an extended social conflict against the target, using contests of Presence/Ingenuity + Convince instead of a simple Difficulty level, with the same damage outcomes. In all cases, Governor Crompton has a +4 bonus while she retains control.

GOVERNOR CROMPTON



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Convince 4, Knowledge 3, Marksman 1, Medicine 2, Science 2, Subterfuge 3, Survival 1, Technology 3

TRAITS

Adversary (Minor) – Hoffman's resistance
Authority (Major) – Governor of Rusina
Selfish
Voice of Authority

EQUIPMENT

Chip – See sidebar

TECH LEVEL: 6

STORY POINTS: 6

HOFFMAN

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 2, Resolve 4, Strength 2

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

Traits: Emotional Complication (Major: Guilt-ridden), Friends (Minor: Resistance), Reverse the Polarity of the Neutron Flow, Technically Adept, Wanted (Major)

Equipment: Chip (see sidebar); Chip Blocker [Traits: Control (Minor: Chips, e.g. to manipulate the number of Likes/Dislikes received), Disable (Minor: Prevents Chips sending or receiving), Restriction – Must be installed on each Chip. Story Points: 1.]

Tech Level: 6

Story Points: 4

SONTAI *(The Doctor's Coat)*

Off-worlders are a relatively new phenomenon for Sontai; the planet's taking its baby steps in terms of joining the greater galactic community, still mostly isolated despite its interplanetary travel and trade. After all, why would most people willingly go on holiday there? Even those who enjoy hotter climates surely won't be able to stand the twin suns, freak rainstorms and rough, sandy ground. Not to mention the fact that every other week the temperature reaches a record high, and that's usually even before midday!

Still, if you were to brave the dangerous climate (and worse, overly sweet food and drink to human taste-buds) of the capital city of Ritcher, you might have good enough timing to see quite a spectacular sight: large, incredible streaks of green, yellow and red dance over the sky for hours at a time as the sunny day winds on. Of course, this is due to oxygen emissions in the atmosphere, just like Earth's aurora borealis. Only this view isn't limited to the poles or night-time, and can even fill up the orange sky completely!

Make sure to tip your waiters in generous amounts of the local currency (blocks of salt) and do be careful not to leave any coats or gadgets lying around without keeping an eye on them. Oh yes, a rather important feature of Sontilar culture: the fact that they wear shells that they constantly outgrow, leaving their old one lying about for anyone who it would fit and looking for someone larger than them who's done the same! A natural evolution of biology and culture reminiscent of hermit crabs, given the planet's hostile climate. Most younglings tend to fashion small, hollow rocks, and as they get older they're likely to start saving their salt towards top of the line, custom made ones. Well, when they're not throwing away their money on four-colour comic books like *The Splendid Sandhopper* or *King Ridoshell vs Doctorate Death*, that is. The last thing you'd want is to be caught in a worse bout of weather without protection!

Even the nicer of the short locals are ignorant of the fact that anyone wouldn't share their exact worldview on such matters, so

the unspoken social law of "no takesies-backsies" is king. Plus, those local guards are rather suspicious of any illegal aliens. Make sure not to let your coat (containing your TARDIS key) or your special, one-of-a-kind gadget be mistaken for a discarded shell up for grabs!

Adventure Seed: Shell Shock

The Outgrowers: a mildly irritating Sontilar street gang who have grown to be a major power in the planet's underworld overnight. Oddly enough, despite being known as staunch traditionalists, they now appear to be wearing top of the line metallic shells well beyond the planet's technology level! While these shells are clearly scrounged from a junkyard, one of Sontai's largest hardware manufacturers (suspected of black-market connections) seems to be gearing up a massive advertising campaign for shells that look just like them! Could these shells have been reverse-engineered from Cyberman technology, and could there be a profiting puppeteer pulling the strings?

SONTILAR RACE PACKAGE

Cost: 1 point

Traits: Alien (+2), Alien Appearance (-2), Armour (+1)

PLANETARY DATA

SIZE: Medium

GRAVITY: Medium Gravity

LAND MASS: Mostly Land

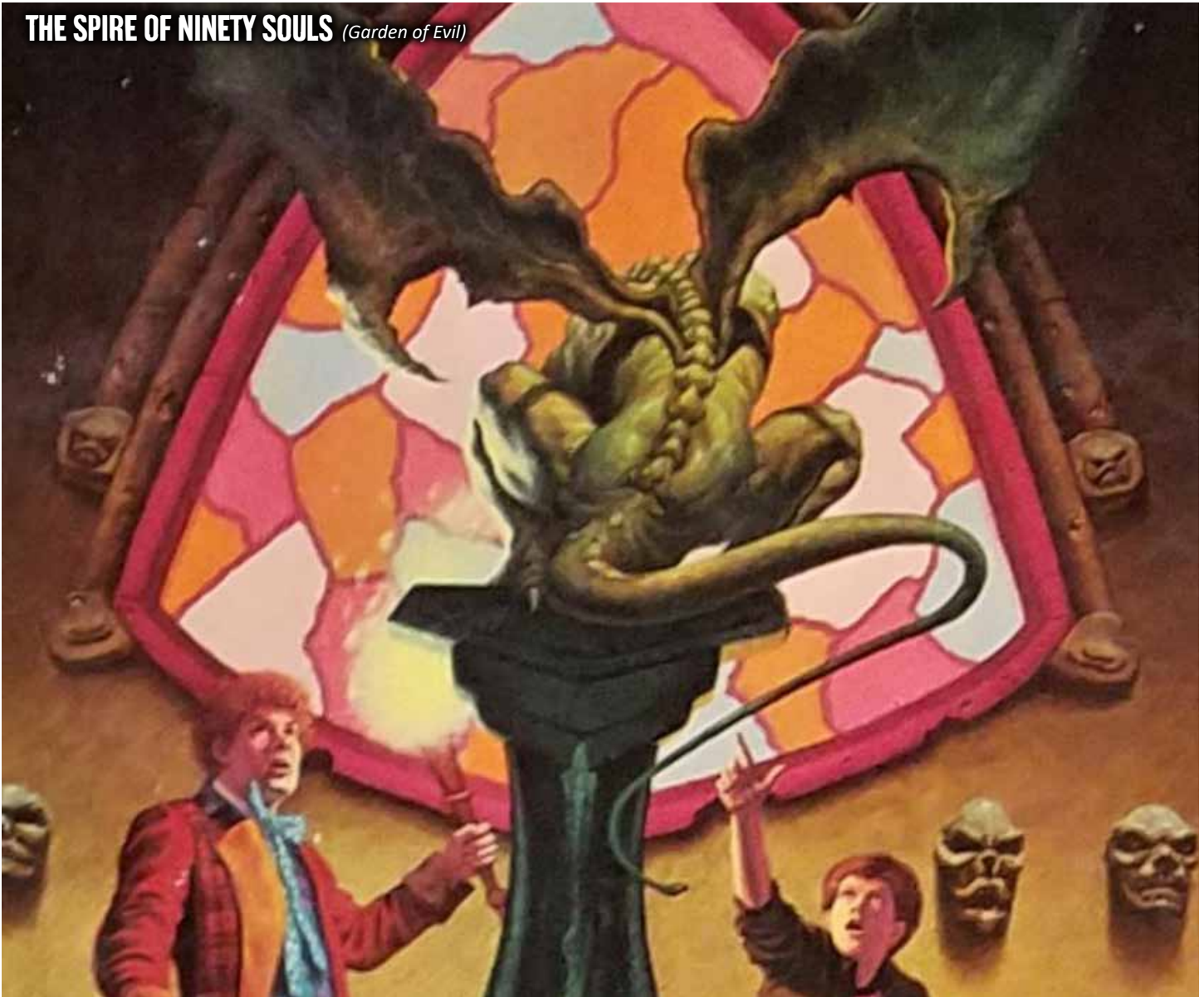
ATMOSPHERE: Earth Standard

CLIMATE: Variable, often Hot

SATELLITES: 0

SENTIENT SPECIES: Sontilars

TECHNOLOGY LEVEL: 6

THE SPIRE OF NINETY SOULS *(Garden of Evil)*

Thank you for deciding to activate your provided information module. Welcome to the Spire of Ninety Souls. Regardless whether you are an organism, artefact or something in-between, we believe that if you have consciousness, you deserve the gift of life. Apologies, but our faith's founder, Prophet Ellis (see A126) isn't available to welcome you personally. Come now into the Place of Worship and, if you wish, the Gift of Life will be administered unto you.

Located within the Mandarin asteroid belt (see L125), the Spire of Ninety Souls is an impressive sight. Constructed in the middle of a hollowed-out asteroid made entirely of transparent diamond (nicknamed the Sky Diamond), the red light of Mandara refracts through it like a shifting kaleidoscope. The asteroid's interior is so large that it has its own murky layer of clouds and atmosphere, with three small satellites revolving around the Spire. The ground outside of the Spire consists of a handful of small, domed settlements. The Spire is generally avoided by interstellar travellers and has seen very

few converts or visitors in the last few hundred years.

The Spire is made of honey-coloured stone, each storey as high as the nave of a church and with four gold rods traversing the length of the entire building. Clear external elevators can ferry you between floors, all currently deserted. The only ambience is provided by dull, purgatorial music relayed through speakers. The columns are topped with sculptures of strange demonic beasts, and the central aisle leads to a large computer. It's meant to serve as informational, but it mostly just reiterates vague statements while asking if you want the 'Gift of Life.' Answering yes activates a trapdoor that sends you to the crypt.

You may want to answer yes quickly, because those aren't sculptures. Their leathery dry wings and cloven feet are all too real. These are the Hoggarathi, themed after the mythical spawn of the devil and bio-engineered by Ellis's vengeful creation, the Maker. Hundreds of them are dotted throughout the Spire,

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

expelling a vile odour and bleeding black ooze. They were left here by the Maker to slaughter anyone who dared investigate Ellis's whereabouts, turning this asteroid's purgatory into a hell. It won't be long until they find the cache of mining explosives left on the asteroid, and then the whole Spire's going to go up in smoke!

The crypt is a small dark room. At first it appears that Prophet Ellis is there, awash in a bright light as he meditates. This is a physically solid holographic AI copy of Ellis, a "Photozoid". Hundreds of years meditating in the dark room has made his memory extremely faulty, and his personality is no better. It seems to switch between the "kindly saint" interpretation of Ellis and the "ranting believer in machine supremacy" interpretation. He's perfectly comfortable with the fact he's not the real Ellis, glad to pretend for the sake of the faith. As Photozoids need to drain a lot of energy to project themselves, Ellis's is powered by a small supply of the powerful "Weird Stuff" (see G31) and may sacrifice himself to give the resource to anyone who can save his creator.

In actuality, the satellites that circle the Spire are gigantic hexagonal spacecraft. They're lined with an impressive array of synthesisers and recording equipment, meant to broadcast advertisements of the faith throughout the galaxy, which unfortunately just end up being ignored and labelled as spam.

Hiding out in these are the last of the Abadi: synthetic, robot humanoids created by Ellis to be free from aggression and hatred. This means they have no way of fighting back against those who wish to harm them, such as the Hoggarthi, although some of them seem to be trying to break their programming to protect themselves. Abadi are made of a flexible, cellular material covered in a layer of soft skin. They're also great singers, apparently. Their broadcasting stations could be set to shoot out frequencies that would harm the Hoggarthi, but be careful or else you might shatter the entire Sky Diamond to pieces!

SKY DIAMOND PLANETARY DATA

SIZE: Tiny
GRAVITY: Earth-like Gravity
LAND MASS: The Rock
ATMOSPHERE: Earth Non-Standard
CLIMATE: Hot
SATELLITES: 0
SENTIENT SPECIES: Abadi
TECHNOLOGY LEVEL: 6

PHOTOZOID RACE PACKAGE

Cost: 4 points
Traits: Hungry (Major) (-2), Uploaded Character (Special Good 6)

HOGGARTHI

Attributes: Strength 3, Coordination 2, Awareness 2

Skills: Athletics 4, Fighting 2

Traits: Enslaved, Fear Factor 2, Flight (Major), Frenzy, Keen Senses (Minor: Vision), Natural Weapon (Minor: Claws – Strength +2 damage), Swarm 6, Weakness (Major: Hoggarthi are rendered immobile if their sensitive eyes are overwhelmed with light)

Tech Level: N/A (can be trained to operate simple machinery, such as explosives)

Story Points: 4



BROADCASTER SATELLITE

Armour: 25 **Hit Capacity:** 15 **Speed:** 5

Traits: Flight (Major), Transmit, Travel

Story Points: 4



ABADI RACE PACKAGE

Cost: 5 points

Skills: Craft (Singing) 3 (+3)

Traits: Code of Conduct (Major) (-2), Psychic (+2), Robot (+2)

THE STATES OF AMERICA (*Doctor Who* and *The Rebel's Gamble*)

In an alternate timeline where the Southern Confederacy defeated the North in the American Civil War (see *The Fifth Doctor Expanded Universe Sourcebook*), the topic of secession was the one most decisively settled. It was only a matter of time until other states sought to claim the same privilege. Texas was never happy with being governed by the distant people of either Washington or Redmond and declared independence on May 14th, 1876. Next would be California, a "Northern" state that for similarly geographical reasons, never felt close to the government in Washington.

The Republic of California declared independence, rallied its own army and elected former general and explorer John C. Fremont president so quickly Washington didn't even have time to respond. In turn, Oregon and the Washington territory followed suit, creating the sovereign state of Pacifica in 1888.

For the American States (as they became known abroad), their great experiment in government seemed to be at an end. In a period where European powers were reaching out a wave of imperialism that swept the globe, the balkanised States of America continued to retreat inward culturally, unwilling to look past their own shrinking frontiers except for necessary trade. The American States had neither the political will nor the unified military needed to truly fight back against and face down European invasion.

By the time of the "Great European War" as it came to be known, the American states continued their passive isolationism. By the

1940s, the Japanese Empire would enter strong trade agreements with both the fascist Pacifica and the socialist California, putting a swift end to any hopes of the states allying with any of the others. By the 1960s it became clear that the threat of Russian invaders would force all Americans to set aside their political and economic differences to create a union strong enough to defend themselves, but by then it was too late, as their fragmented country was crushed.

Campaign Seed: States of Change

Your TARDIS crew is shocked to land in a version of the United States where the Civil War had a different outcome. They're surprised to find that the link between the two versions of America is stable, and that the two alternates have been communicating for some time. There must be a powerful outside force meddling for ulterior motives: perhaps they want the strained political situations of both countries to reach a boiling point, or could they be from the other Universe, misguidedly hoping that the USA will teach the SA about unity? Of course, your crew might have their own counterparts with opinions about how things should end...





THE SUN GOD *(The Flight of the Sun God)*

"Bringing the power of the sun to your door!"

The walls are decorated with symbolic figures stood in angular poses: hieroglyphs directly identical to those found in the tomb of Seti the First. Alongside these are framed Egyptian artefacts, rolls of papyrus, death masks and genuine mummified cats. Despite what the decor suggests, this room is nowhere near Egypt, the walls being metal instead of stone; this is the *Sun God*, the gigantic main spaceship deployed by SunGod Intergalactic, an energy company set up in the latter half of the 35th Century. Those golden lifts and motion sensor screens do break the illusion somewhat, but the fact that the gigantic ship is designed to resemble a Sphinx makes up for it in inspiring sheer awe. The bland cover of *Here Comes the Sun* playing in the visitors' room is a bit of a let-down, though.

The *Sun God's* main purpose is to use its solar harvesting technology to simply remove raw hydrogen from suns across the universe, reforming the material into SunGod's hottest product: patented household Mini-Suns! Operating under a subscription service, these offer the heat and energy that intergalactic citizens need for comfort and survival, all for only 19.99 Credits per month! To this end, the *Sun God* can withstand heat of thousands of degrees, and project Warp Sleeves around surrounding planets to keep them safe while it harvests. SunGod Intergalactic politely asks you to ignore all propaganda spread by environmentalists who claim that the process causes massive amounts of pollution and disrupts countless solar systems.

The solar harvesting ducts are large enough for a humanoid to comfortably crawl around in, and are safely connected to the general heating systems that reach everywhere in the ship. Just make sure not to walk around them while they're active! Perhaps unusually, the *Sun God* also contains staterooms for its board of directors, who do much of their business on the ship itself. They're frequently the only employees on board for some flights, with most of the ship's processes operated by a simplistic AI and lesser technical repairs handled by a small army of tiny robotic cats with angular features and segmented bodies.

As the holographic computer terminals aboard the *Sun God* inform guests in a cheesy pre-recorded video, CEO Spalding Revere lived simply before becoming one of the richest men in the galaxy. Growing up on Earth, Spalding's childhood was spent almost entirely indoors due to a horrible affliction: he couldn't

THE SUN GOD

Armour: 30

Hit Capacity: 50

Speed: 5*

Traits: Delete (Suns), Environmental (Minor: Can survive in extreme heat without damage), Area Effect (Major x7: Warp Sleeves extend the protection of its Environmental Trait over a planetary area), Scan, Transmit, Travel

Story Points: 20

* Add the pilot's Coordination to this score, then multiply the total by 100 to determine Speed in space.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

feel the Sun's rays on his skin without becoming sick. Due to this, he developed a fascination with the myths and history of ancient Egypt, the Sun-soaked majesty of it all providing escape from his cold surroundings. Deciding that no one should feel how he felt, Spalding started developing his business empire. His fascination became obsession, and his obsession became madness. He's well known for dressing up as a pharaoh, wearing a golden headdress and carrying a crook in one hand and a flail in the other. Much more about his life and practices can be found in his book, *Revere: The Craft of the Deal*.

The bickering board of directors consists of: Lorraine, the patronising head of marketing; Duncan, the burly Scottish head of security; Warren, charmless head of interplanetary sales; non-human customer service head Fletnix; and nerdy technical executive Brian... who has been missing for several weeks. Brian went to investigate why the ship keeps getting turbulence as it drifts off-course to a star it wasn't scheduled to mine, and hasn't returned.

Fletnix is a Salamandril from the Shindle Cluster, who is as empathic and perceptive as she is timid and squeaky-voiced. Ever since space raiders invaded her homeworld and laid waste to her village, Fletnix desired to see the universe, something she mistakenly thought she'd get from her position at SunGod. Her blue skin, three hearts and dual eyelids mark her out as obviously non-human, and she's had to put up with infuriating sniping from prejudiced co-workers who make it obvious they see her only as a diversity hire.

The executives mostly just sit around bored, reading holographic newspapers as they wait for SunGod's CEO to show up to their meetings. Despite specifically accompanying his board of directors as a passenger on the *Sun God* recently, Spalding has spent all of his time locked away in a private inner sanctum at the top of the ship. This has left them all anxious and even likely to assume that any visitor who looks enough like him is secretly him participating in that popular "Boss in Disguise" programme!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Spalding had once been quite handsome and had a deep, melodic voice. His illness has reduced him to a sickly, emaciated figure barely able to move and connected to countless mechanical tubes. His voice is a croak, and his stretched skin a sickly shade of yellow. All of Revere's vital organs are slowly failing due to a condition called Grimes Disease, and even his immense wealth can't keep him alive forever. Convinced he really is a great god-pharaoh of legend, Revere plans to die like one, including taking his servants and possessions with him to the afterlife. The ship's AI has a simple command: when Spalding's heart stops for good, it will fly directly into the nearest sun. The *Sun God*'s recent turbulence is a result of Spalding's heart intermittently starting and stopping, thanks to the medical machinery he's plugged into. The ship's AI was created by Spalding and fully believes him to be a god.

Brian the technical executive is alive, just hiding in the ship's dark, grungy engine rooms and looking filthy in his dirty old coat and

SPALDING REVERE



AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	5
INGENUITY	4	STRENGTH	1

SKILLS

Convince 2, Craft 4, Knowledge 5 (AoE: Ancient Egypt), Medicine 4, Science 4, Subterfuge 1, Survival 1, Technology 5, Transport 2

TRAITS

Alien Appearance – Borderline mummified
 Arrogant
 Authority (Major)
 Dependency (Major) – Must be plugged into his medical equipment or else his internal organs will completely fail
 Eccentric (Major) – God-Pharaoh complex
 Selfish
 Technically Adept
 Voice of Authority
 Weakness (Major) – Grimes Disease: Whenever Spalding exerts himself or suffers emotional or mental stress, he must pass a Difficulty 15 Resolve + Medicine roll. On an unsuccessful result, his heart stops beating and must be resuscitated by outside means.
 Wealthy (Major)

EQUIPMENT

Crook and Flail
 Medical Equipment: Pre-programmed to pilot the Sun God into a star whenever it doesn't detect a human heartbeat from its patient. For the cost of a Story Point (and with a successful Difficulty 12 Resolve + Strength roll from the patient), it can resuscitate the failing heart of someone already plugged into it.

TECH LEVEL: 6

STORY POINTS: 12

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

scarf. The sack he's wearing over his head isn't helping things. He's only able to speak via an external electronic device, claiming that his vocal cords have been removed. The reality is that his head has been transformed into that of a beetle. Brain doesn't so much mind the clicking mandibles and the bug-eyes; it's the endless Kafka jokes he dreads. Brain has even started to act more like a beetle, scavenging food from the catering decks and hiding in the service tunnels.

Brian was transformed by a glowing body implant shaped like an eye, forced into the necks of all SunGod Intergalactic employees. Supposedly intended only to monitor worker productivity, Spalding has reprogrammed them to mutate and alter the biology of those implanted: their heads split and shift into those of animals, complete with behavioural impulses from the species. Besides reflecting his obsession with Egypt, this serves Spalding twofold: his workers will be too busy fighting their animalistic impulses and

one another to do anything about their oncoming death, and they won't be able to plug themselves into his heart rate machine to prevent its subroutine as it only responds to human heartbeats. Brian was specifically chosen as the test subject, his beetle-like instincts making him hide from the other executives despite his sapient-minded desire to seek help.

As if things weren't deadly enough for anyone trapped aboard, the robotic cats have also been reprogrammed by Spalding. Their unauthentic, electronic growls and glowing red eyes hint at their dangerous natures, and they wield razor-sharp claws. If they detect anyone (with a human heartbeat) who doesn't possess an implant aboard the ship, the cats will do their best to force one into them!

While the *Sun God* could hypothetically use its harvesting equipment to destroy any sun it's about to collide into, the option becomes less desirable if it's about to crash into a sun that sustains inhabited planets. Brian and Fletnix would be the only staff unwilling to go through with this, as the others are xenophobic towards non-human life. Of course, a boardroom coup could be for naught if Spalding deactivates the solar harvesters ahead of time!

ROBOT CATS

Attributes: Strength 2, Coordination 2, Awareness 2

Skills: Athletics 3, Fighting 1, Survival 1

Traits: Fear Factor 1, Natural Weapon (Minor: Sharp Fangs & Claws – Strength +2 damage), Robot, Size: Tiny (Major), Swarm 4

Equipment: One Implant each (see sidebar)

Tech Level: 6

Story Points: 1-2

FLETNIX

Attributes: Awareness 3, Coordination 3, Ingenuity 3, Presence 2, Resolve 4, Strength 2

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

Traits: Alien, Alien Appearance, Empathic, Keen Senses (Major), Marginalised, Stubborn

Tech Level: 6

Story Points: 8

BRIAN

Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 3, Resolve 3, Strength 4

Skills: Craft 1, Fighting 1, Knowledge 3, Science 2, Subterfuge 1, Survival 2, Technology 4, Transport 2

Traits: Alien Appearance, Fear Factor 1, Flight (Major), Natural Weapon (Minor: Mandibles – Strength +2 damage), Technically Adept, Tough, Uncommunicative (Major: No vocal cords), Weakness (Major: Animalistic Nature – see sidebar)

Equipment: Universal Translator, Machete (Strength +2 damage)

Tech Level: 6

Story Points: 6

SUN GOD IMPLANTS

Anyone implanted with one of Spalding's altered SunGod implants will find their DNA slowly becoming mutated, their head transforming into that of an animal typical of ancient Egyptian mythology, such as a crocodile, falcon, or jackal. While the victim retains their memories and intelligence, they have to contend with new behavioural patterns and instincts belonging to the animal in question. The process also alters their vocal cords, forcing them to communicate via non-verbal methods or external technology. While the DNA change is mainly focused on the victim's head, they may gain extra appendages that they might not even be aware of. For example, Brian has no idea he has functioning beetle wings until the moment it'd be most dramatically appropriate! It's unknown if the implants are programmed with a specific animal's DNA, or if the victim's existing personality influences the DNA they receive. Thankfully, the process is relatively easy to reverse by someone with enough of a skill in Science.

In gameplay terms, anyone attempting to resist the transformation may make a Difficulty 18 Awareness + Resolve roll every few minutes to slow down the process. When the transformation fully takes hold, they gain the Traits Alien Appearance, Uncommunicative (Major: No vocal cords) and Weakness (Major: Animalistic Nature – must make a successful Difficulty 17 Awareness + Resolve roll to take an action fundamentally against their implanted nature, with a Disastrous result making them completely lose control of their human nature for a Round). They may also gain Keen Senses, Natural Weapons, Flight or any other Traits that emulate the relevant animal.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



TATE GALACTIC *(1st in I Wish It Could be Christmas Every Day)*

DO NOT REMOVE THE DECORATIONS. REMOVAL OF DECORATIONS IS NOT PERMITTED. MOVE AWAY FROM THE DECORATIONS... THANK YOU. MERRY CHRISTMAS. MERRY CHRISTMAS, EVERYONE.

Tate Galactic is a cloaked space station orbiting Earth in exact geosynchronous orbit, with the Moon on the other side. Inside is a grand Christmas party, with approximately fifty guests wearing the most lavish in 59th Century (see *L107*) tuxedos and gowns. The station's primary space is a large ballroom decorated thoroughly in baubles, tinsel and metal Christmas trees, with a window showing a view of the Earth. In an extravagant display of wealth, everything except for the mistletoe is made of pure silver. Even the small robots keeping the party running are comprised of the stuff! The robots serve canapés and fancy alien drinks resembling bubbling goo, and are committed to ensuring the party continues apace by badgering guests who don't seem to be having fun, and insistently asking the ones who aren't eating "Would you like a nibble?" While they're connected with an hivemind-like internet connection, their AI is simplistic and one-note.

The party's organisers clearly take Christmas very seriously, and the decorations go all the way down to the deepest parts of the station, with the doors to the engine and navigation hub practically blocked with tinsel. If any decoration is moved an inch, an AI shouts over the intercom to put it back in place and move away from it. The robots dutifully place any item left alone for too long in the cloak room, which would even include TARDISEs! The robot running the cloak room insists on the ticket system, and if a guest doesn't have one, they'll have to wait until the party is over to claim it... though, it doesn't seem like the party will ever

be over. It's not even Christmas! It's the middle of April, and the party has been going on for over three and a half years, having started on December 25th, 5860.

The party's guests act oddly, seemingly apathetic to their surroundings... All except for two figures: a young woman named Selene, and an older man who introduces himself as the Lord. Both are enigmatic. While the Lord carries himself with the authority of a host, he claims to be the Lord of nothing. The pair prefer encouraging any interloper to figure out what's going on rather than telling them directly, pointing at seemingly innocuous details, such as the fact that the robots can extend large, metallic spikes from their body when threatened, a strange feature for servants...

SPOLIER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The robots aren't servants; they're wardens. Tate Galactic isn't a party, it's a prison. The Lord, Selene and the other guests are political prisoners, with the former being the leader of their political party. They say their benevolent aims upset Earth Government, which invited them to the Christmas party on Tate Galactic, then closed the airlocks and remotely detached the shuttles. The Government intended to dispose of the prisoners quickly, but something went wrong when it came to sending over the assassins. The robots have been maintaining the party for three and a half years and counting, spending every moment badgering guests who don't seem to be enjoying the festivities. It's pure psychological torture. The Lord knows that if someone with the technological know-how could deactivate the robots and hack into the engine and navigation hub's controls, Tate Galactic could be piloted to a large medical station on the Moon, allowing them to escape to different planets under Earth Government's nose.

The Lord's story is filled with lies and half-truths. While they have been trapped for three years because assassins were meant to show up on the first day, Earth Government didn't lure the guests to Tate Galactic out of malice towards a minor political party. They did so because the guests are Were Lords (see *V206*), ancient Gallifreyan super soldiers bioengineered for the war against the Great Vampires. The Lord's full name is Lord Lycaon, known in Time Lord history for being the first and most vicious of his kind. Lycaon and his platoon escaped their war under pretence of being wiped out and relocated to Earth, to Greece in 1500BC. Their regeneration between humanoid and lupine forms is triggered by direct exposure to a device called an Artron generator, one of which Lycaon hid in Earth's Moon. Over thousands of years, the Were Lords transformed under moonlight, inspiring werewolf mythology as they fed on humanity.

TATE GALACTIC

Armour: 10

Hit Capacity: 15

Speed: 2

Traits: Invisible (Major: Cloaking device), Transmit, Travel
Story Points: 6

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Then came the 59th Century, where Earth Government set up a large solar shield around Earth to protect it from solar flares. This also blocked moonlight, forcing the Were Lords to desperately reach out and offer their centuries of experience to help the humans find an alternative solution, so the shield could be removed and they could transform freely. Humanity was terrified by the existence of these ancient horrors and only pretended to broker peace. The Christmas party was supposedly a symbolic gesture of unity between the two species but was really a trap: Project Wolfsbane.

Project Wolfsbane was a simple plan to kill the Were Lords in one swoop. First by trapping them in Tate Galactic, a station locked in geo-orbit, so its view of the Moon is always blocked by the Earth. With the entire station full of silvery decorations and robots, as well as mistletoe, the Were Lords would be unable to interact with any of the station's systems without risking death. Next, a crack team of cyborg mercenaries, provided by the Ishtar Institute (see L115) and bearing weapons that shoot highly reactive silver from the mines of Naxios (see L115), would enter and slaughter the Were Lords. According to recorded history, Project Wolfsbane was employed perfectly... But history has been changed. Lord Lycaon's son, Selene's brother (see A86), is just as devious as his father and has a plan to manipulate a time traveller to undo the threads of Project Wolfsbane and free the Were Lords from Tate Galactic.

SILVER WARDEN ROBOT

Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 2, Resolve 6, Strength 3

Skills: Craft 3 (AoE: Cooking, Cleaning), Technology 3

Traits: Armour (10 points), By the Program, Environmental (Minor: Doesn't breathe), Natural Weapons (Minor – Silver Spike: Strength +2 damage), Robot, Size: Tiny (Minor), Special – Made entirely of pure silver

Tech Level: 8

Story Points: 0-1

SELENE

Attributes: Awareness 4/6*, Coordination 4, Ingenuity 5, Presence 4/6*, Resolve 6/7*, Strength 3/6*

Skills: Athletics 3/5*, Convince 4, Fighting 3/5*, Knowledge 6, Science 3, Subterfuge 4, Survival 3/6*, Technology 4

Traits: Attractive, Authority (Minor: Daughter of Lord Lycaon), Immortal (Major), Relentless, *Special – Were Lord (see V206), Time Traveller (Lived through TLs 2-8), Tough, Weakness (Major) – Pure silver and mistletoe (see V206)

Additional Wolf Form Traits: Alien Appearance, Fast (Major), Fear Factor 3, Frenzy, Infection (see V206), Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws and Teeth – Strength +4 damage), Quick Reflexes

Tech Level: 9

Story Points: 4

LORD LYCAON



AWARENESS 4/7*
COORDINATION 4
INGENUITY 6

PRESENCE 4/6*
RESOLVE 6/8*
STRENGTH 3/8*

SKILLS

Athletics 4/6*, Convince 5, Fighting 4/6*, Knowledge 7, Medicine 4, Science 4, Subterfuge 4, Survival 4/7*, Technology 5

TRAITS

Alien

Authority (Major) – Leader of the Were Lords

Epicurean Tastes

Immortal (Major)

Relentless

*Special – Were Lord (see V206)

Time Traveller – Lived through Tech Levels 2-8

Tough

Weakness (Major) – Pure silver and mistletoe (see V206)

ADDITIONAL WOLF FORM TRAITS:

Alien Appearance, Fast (Major), Fear Factor 3, Frenzy, Infection (see V206), Keen Senses (Minor: Smell), Natural Weapons (Minor: Were Lord Claws and Teeth – Strength +4 damage), Quick Reflexes

TECH LEVEL: 9

STORY POINTS: 6

As the listless humans of the 59th Century have turned to worshipping whatever they wish and consider it religion, the escape of the Were Lords would likely inflict terrified awe across the Galaxy, leading them to be worshipped and giving them an entire empire to rule over and feed on. Maybe revenge against the Time Lords is next?

TAXODON *(Born to Die)*

Taxodon is one of the very few planets in the Universe whose landmass is covered in nothing but rainforest. It's nature in its purest form, beautiful and very peaceful. It does experience extreme seasonal changes in weather, but the indigenous lifeforms have evolved to cope with these.

There's a single sentient species on Taxodon, the Knox, and there are no predators capable of threatening them. The Knox are a fascinating species, one which outsiders have been trying to discover more about for centuries. But they're very secretive, and they've evolved a great aptitude for concealment. Nobody knows how, but it is something akin to a natural invisibility that they can turn on and off as they wish. The Knox can even extend this superior form of camouflage to cover others near to them. So nobody has been able to find them to study them. It's up to the Knox if they want to be found, and it's been a very long time since any reported sightings.

The Knox aren't an aggressive species. True, they have large, defensive claws, but an actual attack isn't their style. They tend to stay out of sight until any hunters get bored and leave. Although they're sentient, the Knox are not a technically advanced species. They have a spoken language but one with a limited vocabulary.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

When the Doctor and Charley (see A2) land on Taxodon, they're shocked to discover a group of Sontarans have managed to take several hundred Knox prisoners. It seems that Sontaran patience is even greater than that of the Knox!

The Sontarans are led by Commander Skein of the Fifteenth

Sontaran Fleet and are undertaking experiments on their captives, extracting an enzyme from them with which to create a chemical capable of granting Sontarans the same camouflage abilities as the Knox. The programme has been a success, and Skein has already dispatched samples of the modified enzyme in several ships back to Sontar High Command for use in the clone factories.

But all is not well, and several of the Sontarans injected with the enzyme on Taxodon have suffered severe reactions resulting in death. The truth is that Commander Skein is a Rutan. Not one which has shape-shifted to disguise itself; but one which was genetically engineered to resemble a Sontaran down to the genetic level in order to avoid detection. Skein has worked undercover for over a century to develop a weapon to defeat his enemies, and he has finally achieved his goal. He has added the genetic essence of Rutankind to his enzyme mixture, and any Sontaran treated with it is now part Rutan and loyal to him. A few have rejected the enzyme, resulting in their deaths.

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Variable

SATELLITES: 2

SENTIENT SPECIES: Knox

TECHNOLOGY LEVEL: 1

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

If he is discovered, Skein will activate the Rutan genes in his troops, resulting in a civil war designed to bring down the Sontaran Empire from within. In the long run, the Rutans will be victorious and peace will finally reign. But not before billions have been killed in the crossfire, starting with the Knox and their rainforest paradise.

KNOX



AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 1, Survival 5

TRAITS

Alien
 Alien Appearance
 Climbing (Minor)
 Invisibility (Special Good) – Knox can extend this to others with them if they wish
 Natural Weapon (Minor) – Defensive Claws: Strength +2 damage
 Tough

TECH LEVEL: 1

STORY POINTS: 1-3

KNOX ENZYME

Sontarans treated with the modified enzyme must make a successful Difficulty 15 Resolve + Strength roll or they will automatically take 1 point of damage per 10 minutes as their bodies reject it. Those who succeed gain Invisibility (Special Good) and Enslaved (becoming loyal to the Rutans). This latter is not immediately effective but can be triggered by Commander Skein from the equipment in his laboratory.

COMMANDER SKEIN



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	5	STRENGTH	6

SKILLS

Athletics 2, Convince 5, Fighting 5, Marksman 5, Medicine 4, Science 5 (AoE: Biochemistry), Subterfuge 5, Survival 4, Technology 3, Transport 3

TRAITS

Adversary (Major) – The Sontarans
 Alien
 Alien Appearance
 Bio-Chemical Genius
 Brave
 Cyborg
 Dark Secret (Major) – Actually a Rutan
 Tough
 Voice of Authority
 Weakness (Minor) – A single hit to Skein's probic vent will Stun him, but this is an aimed shot with a -4 penalty to hit it and Skein must be facing away

EQUIPMENT

Sontaran Armour (5 points)
 Sontaran Blaster: S(S/S/S) or L(4/L/L) damage

TECH LEVEL: 7

STORY POINTS: 10

TIMESTREAM BOTTLENECK *(Interface)*

Of the near countless ways that time itself can malfunction and make things harder for those who experience it, a time convergence (or "bottleneck", as they're informally referred to) is one that concerns the Time Lords, who have been unable to properly figure out the logic behind this rare natural phenomenon.

As its name would imply, a bottleneck is simply a point in the Vortex where two separate parts of a location's timestream come into contact and partially merge, appearing to be shimmery illusions to one another. Unsurprisingly, this has disastrous consequences, as individuals, events and even weather patterns converge, almost guaranteeing someone's going to accidentally shoot their ancestor or stop the world's most important tree from growing.

One of the few things the Time Lords are sure of is that the points of the timeline have a relevant, "thematic" connection, such as the assassination of a royal family in the past and their castle's dusty disarray in the future. As it seems that the way to close a bottleneck is an individual imbued with Artron energy finding the exact physical spot the two points touch, Gallifrey must intervene to stop the worst of the damage and observe the event for record keeping. But they don't typically risk their best operatives on something so dangerous. That's where their society's renegades come in.

The Time Lords usually divert a renegade's travel machine to the source of a bottleneck "in progress" and use remotely generated 3-D illusions in the location to lure them to a scroll wrapped in bright orange string, detailing the importance of their mission and

basic information on the historical events involved.

For example, the planet of Ketra VIII is a dark and stormy place, mostly bare rocks illuminated by brief flashes of lightning. Diverted travellers would run into the first building with a roaring fireplace, only to find it generating no heat and with a scroll on the table next to it. It would detail that the royal family was murdered hundreds of years ago and that the castle is starting to fall apart from disuse and dirt, while describing the basic nature of a bottleneck. Of course, the travellers would have to run around the castle and try not to disrupt the murder in the past as they attempt to find the physical convergence. Of course, they could be mistaken for ghosts or spies and end up in a great deal of risk themselves, especially if there's anyone lurking around the "present" version of the castle!

KETRA VIII PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Archipelagopolis

ATMOSPHERE: Earth Non-Standard

CLIMATE: Temperate

SATELLITES: 2

SENTIENT SPECIES: Humanoids

TECHNOLOGY LEVEL: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TRIKETHA *(Colony of Fear)*

Triketha was colonised by humans as it's very similar to Earth. Its sun is however more red than Sol, the earth is largely purple, and the air smells pleasantly of cinnamon. The purple earth is possibly due to retinal-based microbes which are photosynthetic but not based on green chlorophyll. Much of the land surface, at least at temperate latitudes, is covered in dense forest, which makes getting anywhere slow going. The colonists use all-terrain vehicles, powerful, heavily armoured and with huge tyres.

The colony is a research base with a remit to isolate pharmaceuticals of interest from local flora and fauna. Expeditions are sent out from time to time to explore the more remote areas of the planet and bring back specimens. The colony isn't heavily armed, but they do have guns and a stock of mining explosives.

There is supposed to be no wildlife dangerous to humans on Triketha, which makes the sudden appearance of large, wasp-like creatures (see V196) a full seven years after settlement all the more unexpected. By this time, the colony is still a single large compound surrounded by a tall fence which can be electrified. With a little tinkering, it can also generate an electric field to create a roof over the settlement to ward off flying attacks, though the generator that powers it is rather erratic. The first the humans knew about the wasps was that their crops were stripped, as if by locusts. Since then, several colonists have been stung and rendered comatose. The chief medical officer, Edwin, has been successful in using stimulants to waken the victims, apparently without any ill effects. But it's a slow process and largely trial and

error with each patient.

The menace that the wasps present is such that Governor Vincent Mollis is beginning to think that the colony cannot remain on Triketha. He only arrived six months ago to take over from the previous governor, at which time the wasps hadn't appeared. Mollis has set up a distress signal to call for help, and a rescue ship is on the way. It doesn't help that Mollis already had a fear of insects, nor that his wife Dresha, the colony's head pharmacologist, is one of the recent victims and is currently comatose.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The Doctor has been to Triketha before, though his sixth incarnation has no memory of this. Five years ago, the Second Doctor arrived, prevented one of the outer perimeter reactor generators from going critical, then left again. The colonists have footage of him and the TARDIS from their security cameras. But the Doctor also took Edwin's son with him as his latest travelling companion, and he hasn't been seen since. So when the Sixth Doctor arrives, if Edwin spots the TARDIS, he will be desperate to know what has happened to his son! A ship that has crashed nearby (see A90) may provide some answers...

GOVERNOR MOLLIS

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Knowledge 2, Marksman 1, Medicine 3, Science 3 (AoE: Biology), Survival 2, Technology 1, Transport 2

TRAITS

Authority (Minor)
Phobia – Insects
Reliable

TECH LEVEL: 6

STORY POINTS: 4

PLANETARY DATA

SIZE: Medium

GRAVITY: Earth-like Gravity

LAND MASS: Earth-like

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Human colonists

TECHNOLOGY LEVEL: 6

ALL-TERRAIN VEHICLE

Armour: 12

Hit Capacity: 20

Speed: 3

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



There is a history of Earth in which the United Kingdom developed the hydrogen bomb in 1805, used it to destroy Paris and so win the Robespierrean War. The British Empire then went on to conquer the rest of the planet. It claims to have achieved a global peace at great cost and sacrifice, and to have unified the world!

By 1951 in this timeline, King William VI rules the entire world. Occasionally a territory has the temerity to revolt: Namibia, Colombia, Mid-Africa. But the end result is that their women are sent to the work camps and their men are sentenced to hard labour, digging canals or constructing railways. The renamed *Unified Kingdom's* prosperity is built on the slave labour provided by its subject nations, while in Britain itself, every man and woman is taught to serve King and Country without question, whether they like it or not.

The British Empire is policed by the UKEF, the Unified Kingdom Expeditionary Force, with its motto of "Serve Your King and Country". They are more like a military force than civilian police. The UKEF's uniforms are similar to those of World War Two soldiers in our timeline, and they are armed with electro-batons, often backed up with energy weapons. For more robust deployments, they have ironclads, battle engines similar to the tanks of our world but armed with energy cannons. Checkpoints with sandbags are commonplace on the streets, and zeppelins are a familiar sight in the air.

The UKEF reports to the Department of Truth Extraction, whose headquarters is in the Old Bailey. The Department also acts as the intelligence service of the Unified Kingdom throughout the Empire. According to their officers, only those with something to hide have anything to fear.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The timeline of the Unified Kingdom is the result of a bootstrap paradox. When the Doctor investigated hotspots of trans-temporal corruption in London in 1751, he discovered a number of time breaches into possible alternative futures. One led to the

1951 of the UKEF.

But the existence of the Unified Kingdom in that timeline only came about because a squad of UKEF soldiers under Commander Stables went back through the breach to 1751 and used their advanced technology to conquer London, then Britain and finally the world. Without the breach, the UKEF would not have been able to go back in time to create the timeline of their own existence. And behind all this are Commander Stables' secret masters, the Sirens of Time (see *The Seventh Doctor Expanded Universe Sourcebook Vol.1*), feeding on the paradoxes they are creating.

The time breaches will close once the futures they lead to are prevented from happening. Anyone trapped in them will be lost, unless their timeline becomes a possibility once more, reopening the breach.

COMMANDER STABLES

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 1, Convince 3, Fighting 2, Marksman 3, Survival 2

TRAITS

Dark Secret (Major) – Secretly working for the Sirens of Time
Military Rank (Special)
Voice of Authority

EQUIPMENT

Electro-Shock Baton: Strength +2 damage

TECH LEVEL: 4

STORY POINTS: 4

UKEF SOLDIER

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 2, Resolve 3, Strength 3

Skills: Athletics 1, Fighting 2, Marksman 3

Traits: Tough; some also have Military Rank

Equipment: Energy Rifle – 8(4/8/12) damage, Electro-Shock Baton – Strength +2 damage

Tech Level: 4

Story Points: 1-2

VELUDIA (*Maelstrom*)

The Flooding of Veludia is a fixed point in time that cannot be averted. When the final floods engulfed the land, the human-like Veludians evacuated and took to the sea in their trade ships. Each ship had a mind-bank, hardware in which the minds of living people had been uploaded onto the hard drive until they can be downloaded later into a new body, termed a corp. A trade ship can carry five hundred minds in digital storage, but has only enough space for a handful of physical crew. Besides, this way it also means that the supplies last much longer.

If a specific crew member or an expert in a certain field is required, their mind can be downloaded into one of the crew's body using the ship's transductor, and the mind that had been occupying it is uploaded into the mind-bank until it's needed again. Nobody's body is their own anymore; they've all grown used to sharing the available corps. The minds in the mind-bank aren't conscious; they're held as inactive brain patterns, unaware and dormant, perhaps for the rest of eternity.

Since the catastrophe, the Veludians have become a race of sea-faring nomads. But as the years have rolled on, fewer and fewer trade ships have survived. Some have been lost to the almost constant electrical storms that sweep the planet. Some, unable to locate an ark tanker, have exhausted their fuel and floundered. Others have just run out of viable living bodies in which to download the minds from their mind-bank. The crews have got older without any means to repopulate them effectively and quickly enough. Corps wear out and finally perish, whether through age or disease or accident. Now, contact between the trade ships is very rare.

Eventually, the Veludians will become extinct unless they can find a solution to their predicament. When the TARDIS materialised on Veludia, the Doctor found an injured creature resembling a manatee that was able to speak to him (though Mel and Hebe (see A85) couldn't understand it). Could somebody have been experimenting on the marine life to find an alternative supply of

corps to house Veludian minds?

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

This is indeed the case. On what may well be the last remaining trade ship, a neuroscientist named Saskar has secretly been carrying out experiments whenever her mind has been downloaded into one of the three surviving corps. She has used all sorts of marine species, but she has found that none of them has the capacity to contain a full Veludian mind. Most went insane or died of shock. Saskar threw the survivors back into the sea, still alive but suffering the psychological anguish of their condition.

Saskar will protect the secret of her experiments by killing anyone she thinks has discovered it. She is also desperate to continue her work, to prevent the extinction of her species. The ship she is on has only three corps left and they are nearing their final collapse. Any new arrivals will be most welcome, even though downloading a mind into an unwilling corps (and uploading the corps' original mind into the mind-bank without their consent) has been outlawed for centuries. The penalty for this is permanent deletion from the mind-bank.

PLANETARY DATA

SIZE: Earth-like
GRAVITY: Earth-like Gravity
LAND MASS: Archipelagopolis
ATMOSPHERE: Earth Standard
CLIMATE: Temperate
SATELLITES: 0
SENTIENT SPECIES: Veludians
TECHNOLOGY LEVEL: 4

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

The trade ship, in common with most, has several air-boats (similar to those used in the Everglades), used for skimming across the surface of the sea, and a bathysphere for deep dives. It is, however, low on fuel and is seeking an old ark tanker which is rumoured to have been in this sector. But when the bathysphere is sent down to investigate an energy source that might be from the tanker, it instead encounters a gestalt creature calling itself the Maelstrom!

The Maelstrom is comprised of the dozens, perhaps hundreds, of creatures that Saskar has experimented on and thrown back. Fish, octopuses, cuttlefish, sea snakes, manatees and many others. They swim in a vortex pattern and emanate their hatred and anger towards the trade ship and Saskar herself. As a gestalt, they are telepathic, able to relay that, as they were created as monsters, monsters they will be! Unless they are somehow appeased, they are a direct threat to anyone in the water, and may be able to generate a whirlpool strong enough to wreck the trade ship. Only by restoring their full minds in some way can the Maelstrom be fully and finally pacified.

SASKAR



AWARENESS	4	PRESENCE	3
COORDINATION	*	RESOLVE	4
INGENUITY	5	STRENGTH	*

*Strength and Coordination are those of her corp (defaulting to 2 each)

SKILLS

Convince 2, Knowledge 1, Marksman 1, Medicine 4 (AoE: Neuroscience), Science 3 (AoE: Biology), Subterfuge 2, Technology 3, Transport 1

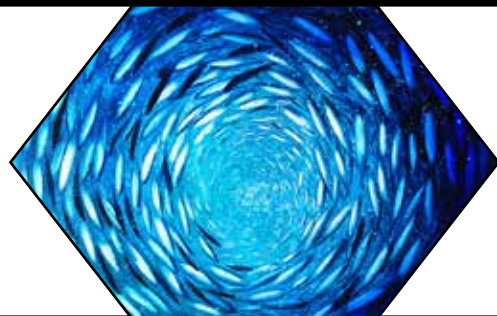
TRAITS

Bio-Chemical Genius

TECH LEVEL: 4

STORY POINTS: 4

THE MAELSTROM



AWARENESS	5	PRESENCE	2
COORDINATION	5	RESOLVE	5
INGENUITY	2	STRENGTH	4

SKILLS

Fighting 4, Survival 4

TRAITS

Alien

Alien Appearance

Alien Organs (Special) – Comprised of a multitude of organisms, the Maelstrom is only killed if they are all killed

Aquatic – Coordination reduced to 1 out of water
Dependency (Major) – Can only survive out of water for short periods

Elemental Control (Minor) – Can generate whirlpools

Natural Weapon (Minor) – Multiple Bites, Claws and Stings: Strength +4 damage

Networked (Major)

Obsession (Major) – Filled with anger and hatred towards Saskar

Psychic

Telepathy

TECH LEVEL: N/A

STORY POINTS: 8

TRANSDUCER [Special Gadget]

Downloaded into a corp, a character's mind acquires the Coordination and Strength of the corp, plus any physical Skills and Traits.

Traits: Mind Transference (Advanced) – see *The Sixth Doctor Expanded Universe Sourcebook*

Cost: 4 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK



Zazz; distantly descended from an Earth colony so far in the future that its people are separated from their roots, ignorant of any history before their own planet. Incredibly, the main city's culture, a phenomenological echo of early 20th-Century Americana! You won't find any phasers or hovercars here; Tommy guns and Cadillacs are the order of the day. Despite their ignorance towards other planets, the people of Zazz are relaxed with aliens. It's all cool as long as you can raise the roof!

The Katz of Zazz (as they refer to themselves) dig nothing more than a jumpin' shindig. Luckily for them, the planet's nights are extremely long and no party stops before dawn! Fully embracing the excesses of Zazzian culture is their diminutive Lorduke. There's nothing he loves more than pounding the planks... although he's admittedly a vindictive and childish dude. One of the few things that can allay his temper is music, so expect circumstances to contrive themselves in such a way that the TARDIS crew are forced to play him a tune!

If you can get yourself on his good graces, you might get invited to a bash on his private yacht, the Sea Sharp. The Lorduke's personal abode is in Harlm Town's Kotn Klub, the biggest joint in town. One of the subjects that really gives the Lorduke the blues (and a red face) is his total square of a brother, Professor Strut.

In exile for having no soul (and admittedly, being a danger to others), Strut looks down on the frivolous foolishness of partying, hating music more than anything! What he appreciates is serious scientific progress. He's currently trying to make a rocket to escape his juvenile planet and become the first Zazzian to go to space. Of course, his previous attempt accidentally blew up the Hi-De-Ho Klub, forcing his annoying brother to ban his experiments and send him to the spooky Exile Island. But what does that drunken fool know? Despite Strut's egotistical image of himself being stoic and intelligent, he's no better than his brother: he's just like a mad scientist straight out of some comic strip!

Strut's not any kind of murderous villain, but he'd likely team up with alien invaders if they could convince him that they could pull a childish prank on his brother.

LORDUKE OF ZAZZ

Attributes: Awareness 2, Coordination 3, Ingenuity 2, Presence 4, Resolve 4, Strength 2

Skills: Athletics 3 (AoE: Swing Dancing), Convince 2, Craft 1, Fighting 2, Knowledge 3 (AoE: Music), Marksman 3, Medicine 1, Subterfuge 1, Transport 2

Traits: Adversary (Minor: Professor Strut), Arrogant, Argumentative, Authority (Major), Charming, Distinctive, Eccentric (Minor: Loves parties and music), Epicurean Tastes, Impulsive, Lucky, Weakness (Minor: Loves music to the point he has a -2 penalty on any rolls when not hearing it)

Equipment: Handgun: 5(2/5/7) damage; Booze

Tech Level: 5

Story Points: 4

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like

LAND MASS: Earth-like

ATMOSPHERE: Earth-standard

CLIMATE: Temperate

SATELLITES: 1

SENTIENT SPECIES: Zazzians (humans)

TECHNOLOGY LEVEL: 5

PROFESSOR STRUT

Attributes: Awareness 3, Coordination 2, Ingenuity 4, Presence 2, Resolve 2, Strength 3

Skills: Athletics 1, Convince 1, Craft 4, Fighting 1, Knowledge 3 (AoE: Astrophysics), Marksman 2, Medicine 3, Science 4, Subterfuge 1, Transport 2

Traits: Adversary (Minor: The Lorduke), Arrogant, Argumentative, Boffin, Clumsy, Eccentric (Minor: Hates parties and music), Impulsive, Unlucky, Weakness (Minor: Hates music so much that he takes a -2 penalty to any rolls while hearing it)

Tech Level: 5

Story Points: 8

ZODA-KAPPA *(The Dream Nexus)*

Zoda-Kappa is the fourth moon of Agrana Prime. By the 39th Century, it falls within the Earth Empire, but travellers almost never go there even though the atmosphere is perfectly breathable and gravity is near enough Earth standard. The air has a sticky warmth and leaves a faint, lingering taste reminiscent of cocoa on the back of the tongue. It's not unpleasant or dangerous, and you soon get used to it.

It's eerily silent on Zoda-Kappa, and the light is a gloomy reddish blue, like a perpetual half-light. This is because the land mass is covered by a forest of thick trunks, but not those of trees. Zoda-Kappa is a world where fungi are the only forms of life, with no vegetation or animals. The thick trunks are the stems of giant fungal fruiting bodies reaching up to a canopy of mushroom caps, each cap up to ten feet across and pressed together with its neighbours. The main light source beneath them is a blue-green phosphorescence from the undersides of the caps.

The soil beneath the fungus forest is flat but spongy. It is composed of a dark loam thread through with pale strands of fungal mycelium. The entire moon is covered by this fungus. In fact by one fungus, a single organism covering the entire world. It's an altogether remarkable ecosystem and virtually unique.

The first known visitors to Zoda-Kappa are members of a scientific expedition in 3895. Two years previously, the Network (see G25) – a vast telepathic computer system to which everyone within the Earth Empire is connected via electronic implants – went down. All users who were interfacing with it at the time, around half the Empire's population, dropped into unconsciousness, termed "the Dreaming", and have remained in a comatose state ever since. The Network went offline, communication became impossible, economies collapsed and the rule of law broke down. Martial law is now in force.

Professor Charles Feige (pronounced "fay-gee") believes that the fungal forests of Zoda-Kappa may provide a solution. But since he and his team arrived (with several dozen comatose Dreamers as test subjects and a squad of space marines), people and equipment have started to disappear...

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Professor Feige has developed a serum extracted from the fungus on Zoda-Kappa which he believes will wake the sleeping Dreamers when used in conjunction with an algorithm designed to reset their Network interface implants. Unfortunately he induced the Dreaming state in himself in order to test the serum and immediately fell prey to Zoda-Kappa's undiscovered inhabitant, a mental entity called the Holomorph (see V166). Although he woke, Feige has been spreading the fungal spores that allow the Holomorph to expand its influence among his colleagues and the Dreamers they brought here.

One of Feige's assistants has created a psionic inhibitor, a small metal tab like a name badge which needs to be attached to the forehead. This device isolates the psi-waves of the wearer's brain, cutting them off from the Holomorph and freeing them if they are already infected. Although this only works on an individual basis, it may be possible to develop a version capable of broadcasting the inhibition wave over a wide area.

PROFESSOR CHARLES FEIGE

Attributes: Awareness 3, Coordination 2, Ingenuity 5, Presence 3, Resolve 3, Strength 2

Skills: Convince 1, Knowledge 2, Medicine 4, Science 4 (AoE: Mycology), Technology 4

Traits: Bio-Chemical Genius, Dark Secret (Major: Currently possessed by the Holomorph), Technically Adept

Tech Level: 7

Story Points: 4

PSIONIC INHIBITOR [Major Gadget]

Traits: Indomitable

Cost: 2 points

PLANETARY DATA

SIZE: Small

GRAVITY: Earth-like Gravity

LAND MASS: The Rock

ATMOSPHERE: Earth Standard

CLIMATE: Temperate

SATELLITES: 0

SENTIENT SPECIES: The Holomorph

TECHNOLOGY LEVEL: N/A

ZYCROS (*The Thousand Year Thaw*)

For 99.9% of the time, Zycros is a frozen world, a close planetary bedfellow to the similarly frigid Necros (see *Revelation of the Daleks*) but far less morbid. Although there are woodlands formed of those tree species robust enough to survive a near-perpetual winter, the landscape is largely one of snow and ice. It's beautiful in its way, but inhospitable. Nevertheless, there is a resident population of humans (or human-like people) living a tough existence in villages in the more sheltered valleys.

But Zycros moves elliptically around the dwarf sun Brada 3, and once every thousand years, the planet's solar orbit brings it close enough for the snow and ice to melt, and for Zycros to enjoy a brief but bountiful spring. Underneath the ice is the richest, most fertile soil in the Universe, 70 billion square miles of the stuff. There are flowers which have been frozen for almost a thousand years only to bloom during the thaw, including many species whose beauty is renowned throughout the Universe. The soil is envied by agronomists and farmers across all of known space, and every thaw, Zycros becomes the focal point for all sorts of cosmic life with an agricultural bent. Every inch will be harvested, and the produce will be used to feed countless planets, ending famines and saving billions of lives.

Some families wait for scores of generations for the opportunity to come to Zycros and make their fortunes during this brief window of opportunity. The level of activity during the thaw causes traffic problems in local space. Security services have to work overtime to keep things orderly, and there is a limit on how many farmers can visit Zycros at any one time. Even so, there are often traffic jams with delays of upwards of seventeen hours to get from orbit to the surface, with the farmers' ships marshalled into neat, electro-cordoned lanes to prevent queue-jumping. Once down on the surface, fleets of enormous anti-gravity tractors till the newly exposed soil, plant the crops and eventually harvest them before their owners leave in advance of winter re-establishing itself for another 999 years.

Spring is also an opportunity for engineers to activate massive turbines to harness the power generated by the thawing of Skrodo Falls, the greatest waterfall in the Abolo Crannix. When the Falls are frozen, the ice holds back seven million tons of ice-cold water, and when they thaw, it is released in a torrent that generates enough tidal power to light every village all the way to Shadow's End.

If something were to happen to prevent the thaw or even to reverse it, such as an unstable power-flux caused by illegal stardrives, Zycros would be plunged back into winter. There would be no harvest, causing famine and death on an unimaginable scale across the Galaxy. Not only that, but if Skrodo Falls were to partially thaw and then start to refreeze, the millions of tons of water behind them would build up, threatening to burst the dam and flood hundreds of small towns and villages.

ANTI-GRAVITY TRACTOR

Armour: 10 **Hit Capacity:** 20 **Speed:** 2

Traits: Flight (Minor), Travel

Story Points: 2

PLANETARY DATA

SIZE: Large

GRAVITY: Earth-like Gravity

LAND MASS: Mostly Land

ATMOSPHERE: Earth Standard

CLIMATE: Arctic for 999 years; Temperate for 1 year

SATELLITES: 2

SENTIENT SPECIES: Human-like

TECHNOLOGY LEVEL: 6

GADGETS AND ARTEFACTS

AUTHENTIC EXPERIENCE STASIS BOOTH

(The Authentic Experience)

Is the dull, grey life of the Central Business Hub getting you down? Want a holiday, but find all of those resort planets either too pricey for your paycheck, or too dangerous? Well, get The Authentic Experience! With just a click of the booth, a whirl of the machine and a numbness of the body, blast to the past and live through a lifetime of temporal adventures in less than one workcycle!

In the backroom of the colourful storefront bearing this advertisement, transparent sarcophagi circle a large control desk adorned in blinking lights. After upfront payment, you're asked what you'd like most to do on your trip through time. Do you want to fight on a battlefield, or be a brave explorer? Maybe a relaxing boat trip, or an exciting acrobatics performance? Your current physical restrictions are no matter, the cheerful sales rep assures you. Oh, don't worry about any "changing history" nonsense, Ye Olde Earth is so far back you're not going to change anything important! As the tech guy calibrates your request, a numbness enters your body as you lie in the glass chamber, but your mental processes remain active.

You wake.

AUTHENTIC EXPERIENCE STASIS BOOTH [Special Gadget]

Traits: Transmit, Vortex, Restrictions – Travel is only into synthetic timelines; any Disastrous roll by the operator results in the timeline collapsing

Cost: 4 points

You have no time to dissect your odd dream about space travel and computing machines (or even being another gender, nationality or species entirely!). You need to march with your fellow Russians and battle Napoléon's French invaders/enjoy champagne with your gentleman's club in a wonderful hot air balloon/dazzle the circus crowd with your feats of fearlessness!

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

As any Time Lord would notice, Authentic Experience genuinely is sending the holidaymakers back in time... but into synthetic, unnatural copies of the time-stream, their constructed avatars being sloppily cut and pasted into actual versions of events. The timeline accepts the new inhabitants and retcons new names, backstories and memories into and around them.

The machine's unique combination of a chronotopic projector and temporal manipulator was originally devised by the Luconians, an insectoid race that erased themselves from history. Of course, those who would use these booths carry the same risk of that happening to them, consciousness only existing in an unnatural, toxic timeline liable to dissolve from sheer entropy the further it gets from fact...

The control board has a very limited and glitchy communications panel. Anyone wishing to contact someone in the past would only end up manifesting in diegetic ways: their voice would be heard as odd gusts of wind or crackles in a fireplace, their face forming in smoke or reflections. They'd need to repeatedly do this to make the subject doubly aware of their true identity as well as their manufactured one, but the machine might react and hastily throw the individual into another guest's scenario and retcon another identity onto them! Shifting like this is done by relevant transitions; falling into a frozen lake in one scenario would leave you reaching into an ice bucket in another.



19th-Century Europe seems to be the most popular setting, but that's more a testament to the engineers' lack of applicability. Tourists' requests might not manifest in the way they wish: one poor man wanted to be an astronaut and ended up as a Russian space dog! The controls on the board change how real the avatar's senses are, and for cost saving reasons are typically kept as low as possible. They can't even feel pain, and death is a mere annoyance. Not a very authentic experience at all!



BRAIN EXAMINATOR *(Invasion of the Ormazoids)*

Deep within Lord Darval's (see V168) fortress, rooms that would typically be allocated to medical stations are instead stocked with torture devices, including the deadly Brain Examiner. Despite any assumptions you may get from the name, its purpose isn't to examine its victims' brain, but instead to coax their allies who are forced to watch their friends go through such torture to give into Darval's demands.

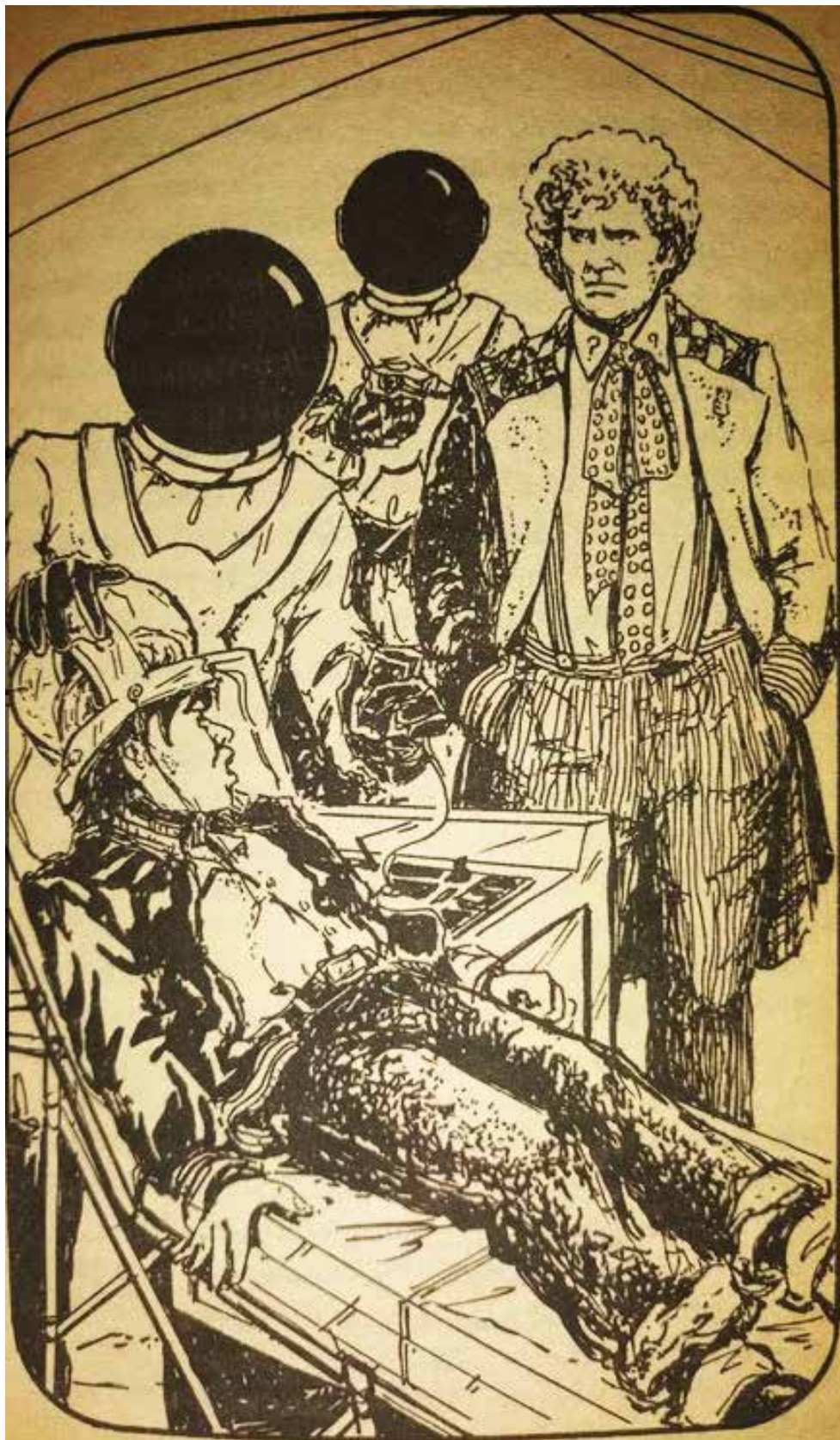
A glassy, crown-like device is placed onto the victim's scalp. When the ball-like switch is squeezed, a jolt of power attacks the target's brain directly and kills an increasing number of brain cells with each succeeding charge. Darval's minions would describe this as "Great suffering as the brain eventually shrinks into nothingness, leaving only an empty skull". This odd description can be attributed to Ormazoid (see V178) ignorance of medicine and physiology. The machine 'merely' shocks the affected cells into dead tissue.

The victim's Awareness, Ingenuity, Resolve and Coordination traits drop by an entire point for each shock. As horribly painful as the first three or four shocks are, they're thankfully impermanent. The full healing process takes about an hour per shock to heal and is sped up by consumption of food and drink. Any shocks past that point may be impossible to revert.

BRAIN EXAMINATOR [Minor Gadget]

Traits: Weapon (Minor) – Victim takes 4 damage for each shock administered (split between Awareness, Ingenuity, Resolve and Coordination; any damage beyond 3 points to a single Attribute cannot be healed), Restriction – Examiner crown must be fitted to the victim's scalp before use

Cost: 1 point



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CENTRAL POWERS GATEWAYS *(Harry Houdini's War)*

It's 1917, and the Great War is raging. Germany and the Central Powers are fighting the Allies, and no one is certain of how this unprecedented Great War will end. However, a select few working for the Central Powers are privy to a new development that all but guarantees their victory, and soon. These are a highly classified new type of technology, referred to in hushed tones as Gateways. Gateways are generated by complicated technological stations carefully fitted together, that when active, tear holes in the fabric of spacetime, allowing travel between them instantaneously. Imagine what an army could achieve with a fully operational Gateway network! The Central Powers could send an entire regiment to any city in the blink of an eye, and that's just scratching the surface. If they learn how to generate Gateways miles wide, they could swallow entire cities whole.

Currently, the technology is in its testing phase, being mainly used to ferry spies. There are very few Gateway stations active, and operations between them are carefully scheduled via radio to ensure that both portals are open at once, as they're unreliable. Gateways can fail to materialise for hours at a time, and travellers may find themselves crushed or vanishing completely. Even a successful trip through a Gateway is unpleasant. The bright green portals are visibly ragged around the edges, hinting that the most stable way to travel through them is through the centre. As a side effect, each Gateway risks drawing things from the Vortex to the local area when generated.

There are at least four stations currently active, with one in a rusty hanger in Berlin and another covertly hidden in a Manhattan dockside warehouse. The Central Powers are currently trying to send vehicles as large as biplanes through the Gateways, with a 50% success rate. The heart of the system is hidden in an ancient castle on a Berlin hillside. The tech has been sloppily reverse engineered from a spaceship that crashed into a nearby forest in 1911, with its alien pilot presumed to have disintegrated in the crash. This alien was an Estrati, an incorporeal species of psychokinetic shapeshifters who can read minds, manipulate perceptions and actively control the portals generated by their ships.

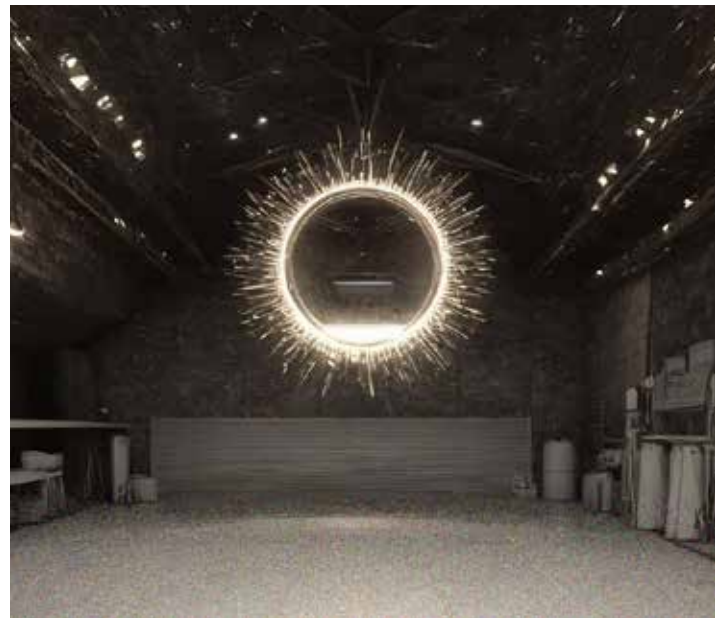
The Gateway project is overseen by Oberst Brandt. Brandt became

interested in illusionist Harry Houdini after witnessing one of his escape acts firsthand and has become fixated with figuring out his tricks ever since. When Brandt was informed of the Gateways, he became convinced that Houdini is in possession of a perfected form of the technology and has been sending spies to New York to try to observe and kidnap him. This obsession runs deep, as the Colonel has constructed a replica of Houdini's Water Torture Cell to use on the man or his associates in the hope of understanding how the escape is done. Brandt is generally paranoid that anyone else with Gateway technology is active, and his spy network could swiftly uncover anyone who appears to have teleportation technology, such as a TARDIS.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

The ship's Estrati pilot survived the crash and desires to return home, being pragmatic enough to use its mind-reading and shapeshifting to become trusted figures to get closer to their ship. Estrati mindreading isn't flawless, and they often defer to others on the finer details of those they're impersonating. The Estrati may even impersonate an ally or companion of the time travellers. Even if they're not currently travelling together, they would perceive the Estrati's presence as nothing much out of the ordinary.

Of course, Harry Houdini doesn't have access to Estrati technology, Brandt is just a paranoid madman. Still, if the Oberst does manage to capture Houdini, who knows what kind of chaos he'd cause while trying to escape, and how it could intersect with the Estrati's attempts to return to its vessel?

**ESTRATI**

Attributes: Awareness 5, Coordination 3, Ingenuity 4, Presence 3, Resolve 4, Strength 3

Skills: Athletics 2, Convince 2, Knowledge 4, Science 5, Subterfuge 3, Survival 3, Technology 5, Transport 4

Traits: Alien, Alien Appearance, Fear Factor 1, Feel the Turn of the Universe, Hypnosis (Minor: Limited to perception), Psychic, Technically Adept, Telepathy

Tech Level: 7

Story Points: 2-4

GATEWAY STATION [Major Gadget]

Traits: Huge (Major), Hungry (Major), Restriction – The Gateways are highly unstable, and so the results of all rolls to operate the station are reduced by one Success Level, Teleport
Cost: 2 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

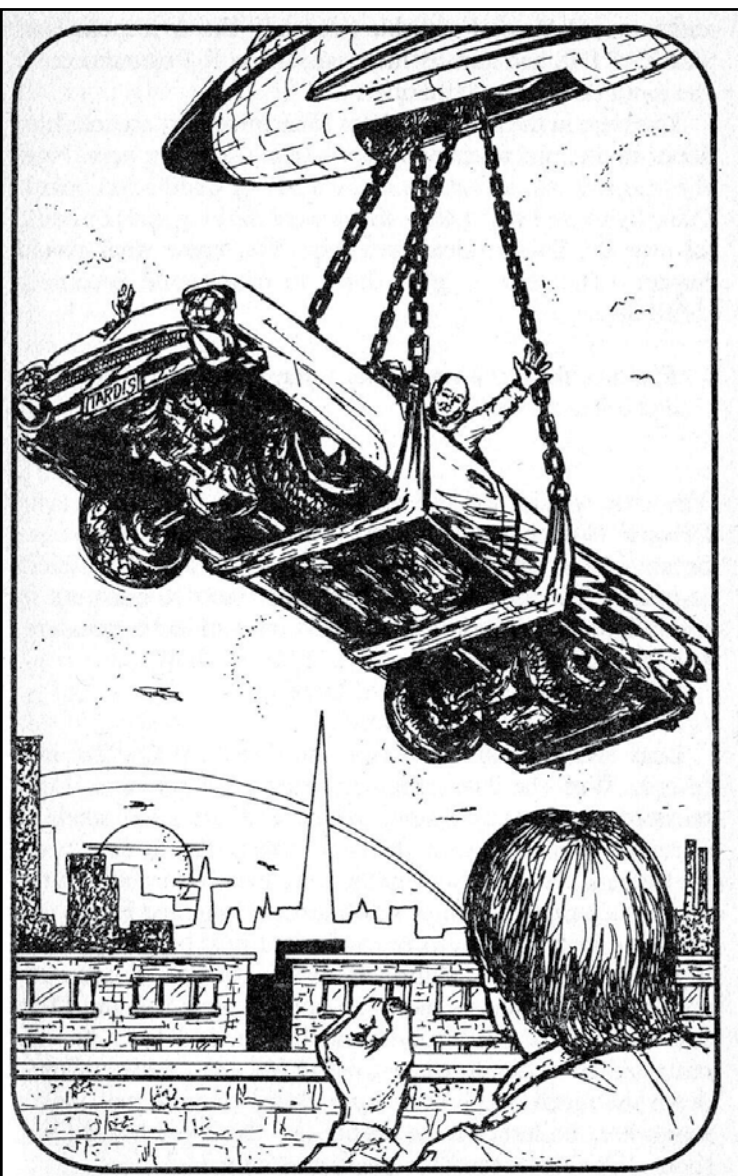
DRAX'S CADILLAC TARDIS *(Search for the Doctor)*

Watcher, it's yer old mucker Drax 'ere! Weren't long after all that business on Zeos that the chameleon circuit in me TARDIS went on the blink. Got stuck when I was tryin' to find the Doc in the 1950s but we crashed in the 2050s... where Theet was! 'ow lucky is that!? It's a bit embarassin' for someone of my tech-neeoh-logical calibre, but what I got stuck wiv's a lot more stylish than Theet's mouldy ol' crate!

Yeah, that's a 1956 Cadillac Eldorado! Cop an ear'ole of that engine! Get a look at how those airbrushed flames pop against the white body! The tail fins and chrome over-riders are a beaut too, eh? Your eyes do not deceive you, the interior's a hundred percent shaggy black nylon fur and the steerin' wheel's pearled! Ahh, just feel those scarlet leather seats. What's that, mate? The phoenix ornament's gaudy? I'll 'ave you know those red Perspex flames are quite tasteful. What, y'gonna tell me that those pink, glitter-finished "TARDIS" number plates are an eyesore too? ...Yeah, 'and you that one.

Still, just set the coordinates on the dashboard and watch your surroundin's shimmer away in style, those whitewall tyres crunchin' their way through history! ...er, of course there's the lil' matter that it still needs to be refuelled like a normal motor, an' any dings don't

smooth out fer a long while. Plus, there's almost no way to get into any of the actual rooms of the thing or use any features that aren't on the dash. Still, style counts for a lot, I'd say! Cushty!

**CADILLAC TARDIS**

AWARENESS	2	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	2	STRENGTH	3

SKILLS

Knowledge 3, Science 3, Technology 3, Transport 2

TRAITS

Clairvoyance (Major), Face in the Crowd, Feel the Turn of the Universe, Hostile Action Displacement System, Psychic, Lucky, Run for Your Life!, Sense of Direction, Telepathy, Vortex, *Highly Modified, Smaller on the Inside, System Fault (Faulty Chameleon Circuit means that the TARDIS is stuck in the form of a Cadillac, making most of its rooms inaccessible and needing periodic refuelling)*

GADGET TRAITS

Scan, Transmit

ARMOUR: 20

SPEED: 12 (materialised)

STORY POINTS: 17



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

ELEVATIONS (*Elevation*)

On the planet Molaruss (see *L134*), everyone develops a second mind, a Geminus, as they approach adulthood. Which makes it an intriguing place for the Eleven (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*), a Time Lord criminal with all ten of his previous incarnations' minds still active within the body of the eleventh. But after he becomes President of Molaruss, even ruling a world of duo-minds soon bores him. So the Eleven plans to bring to fruition his mad dream of a world of beings who each have *eleven* minds, with himself as their ruler.

Building on the work of the (sadly late) Dr Varma at DuoTech, a company that specialised in duo-mind treatment and research, the Eleven has developed nanomachines called Elevations (a pun on his name). After some very brief testing on his wife Miska (see *V172*), a mono-mind in whom the Elevations have created a second mind, he has seeded Molaruss's atmosphere with the nanomachines. Everyone has been breathing them for weeks and is now primed for their full activation. Any mono-minds such as humans visiting Molaruss must make a Presence + Resolve roll against themselves after about an hour, or find that they too have developed a second mind, gaining the Duo-Mind Trait at Minor level (see page *L135*). The Elevations are programmed not to affect Time Lord DNA.

The Eleven claims to have received the consent of most of the population to activate the Elevations. Indeed, there was a referendum which promised that "eleven heads are better than two", but it failed to mention a projected death rate of around 5% of subjects...

The Eleven has also created the Akkron Crown which allows each of his own eleven incarnations to operate within his head simultaneously, negating the need for the usual rolls required by the Regenerative Dissonance trait (see *The Eighth Doctor Expanded Universe Sourcebook Vol.2*) in order to avoid penalties in times of stress. The Crown therefore allows the Eleven to multi-task and amplifies his mental broadcasts to every mind on Molaruss via communication implants that the previous president, Oliver Akkron (see *V177*), had implanted in every citizen so that he could spy on them.

SPOILER WARNING! SPOILERPHOBES SHOULD READ NO FURTHER!

Using the Crown in conjunction with the implants, the Eleven has a direct form of communication to his people, with all eleven of his incarnations able to deal with their requests and responses simultaneously. But it is also capable of uploading a little bit of himself onto a blank slate that the Elevations have left in his subjects alongside their new minds. Every member of the population will therefore be loyal to him.

On Elevation Day, when the Elevations are activated, everyone on Molaruss will gain multiple new minds, "elevating" them to eleven different personalities inhabiting each body. But the mental shock is horrific. Each person must make a Difficulty 18 Resolve +

Strength roll or take 4(2/4/L) damage, and anything other than a Success or better will mean that they are in constant mental agony until the Elevations are deactivated. Note that the usual penalty required by the Duo-Mind Trait (-8 in this case) for all rolls as a result of having so many additional minds does not apply to the initial Resolve + Strength roll, but will apply thereafter unless the additional minds are removed.

The Akkron Crown that the Eleven will wear on Activation Day is protected from the psychic feedback of so much pain and death by a failsafe switch controlled through the comms hub. If that is disabled, it will all turn back on the Eleven, threatening to kill him unless he can remove the Crown or he reverses the Elevations, restoring the Molarussians to duo-minds.

**ELEVATIONS [Special Gadget]**

Traits: Duo-Mind (Special: Creates up to ten additional minds in a character – see *L135*), Restriction – Mental shock (see text)
Cost: 9 points

THE AKKRON CROWN [Special Gadget]

Traits: Hypnosis (Minor), Networked (Major), Special – Corrects Regenerative Dissonance (see text), Transmit, Weakness (Major: Overwhelming psychic feedback if failsafe disabled)
Cost: 4 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

EMERGENCY SIGNAL BOX *(The Headless Ones)*

Tucked inside a roundel in the TARDIS console room is a small yellow box. The box is tiny and unassuming, but so compact with complex mechanical innards as to be much heavier than it looks. It activates when the lid is open, showing a small screen that displays and tracks signals. While this beeping, blooping box seems mundane and even redundant compared to the TARDIS's capabilities at tracking, therein lies its purpose. The box contains its own impressive psychic-energy-powered subroutines which are completely separate from the time machine. During a rare emergency when a signal is powerful enough to disrupt, possess or even destroy the TARDIS, the box is used to locate the signal's source. When active, it can detect and lock onto harmful signals from miles away, and it automatically purges itself of them when in sleep mode.

This unparalleled firewall comes at a price: the self-purging subroutines are only active in sleep mode, requiring the box to be consistently opened and closed as it alternates between studying the signal and protecting itself from it. Most signals don't take long to remove, but those powerful enough to destroy a TARDIS would require only looking at the screen in five second bursts, followed by hours of shutdown. Additionally, the box's powerful, tightly packed psychic innards mean that if it attempts to scan a harmful signal in close proximity to its source, it may overexert itself and explode.

Whether your players have an emergency signal box in their own

TARDIS or they come across one on an adventure, it presents a simple, flavourful plot device. Disruption of their TARDIS (or sonic screwdriver or similar gadget) forcing them to rely on an emergency backup with its own share of risks immediately sets high, atypical stakes.

**EMERGENCY SIGNAL BOX [Special Gadget]**

Traits: Resilient (Minor), Scan (Psychic Signals, x4), Unstable (Minor; Only when active very close to a harmful signal),

Cost: 4 points

THE NETWORK *(The Dream Nexus)*

In the 39th Century, the Earth Empire is connected by the Network, a vast telepathic computer system capable of connecting everyone at the psychic level. This enables instant communication across interstellar distances, allowing the Earth to control even its most outlying territories. Users interface with the Network by means of an electronic implant on the back of the neck, allowing them to enter a psychic space to share information.

But in 3983, catastrophe struck when the Network failed. Space Beacon Gamma 7 was the first to go down, and the problem spread from there. The issue was with the Network itself not the beacons, which just act as relays. The effect was that everyone who was connected to the Network at the time, amounting to around half the Empire's population, lapsed into unconsciousness, unable to wake from a comatose state that has become known as "the Dreaming".

Those in the Dreaming are unresponsive to outside stimuli, their closed eyes moving and twitching as if in REM sleep. Even removing the Network implants from them does not wake them. Brain scans indicate that a Dreamer's psi-wave is the only mental activity.

With half of the population in an indefinite coma and communications between the planets cut off almost instantly, chaos ensued. Economies collapsed, healthcare services were overwhelmed and civilisation began to break down. Martial law was declared as the military fleet coordinated disaster relief and the distribution of supplies.

Two years later, Professor Charles Feige is on the brink of a solution. He has led a scientific team to the fungus forest of Zoda-Kappa (see L172) where he believes he can perfect a serum created from a fungal extract. The use of this serum combined with a computer algorithm designed to reset the Network implants has been shown to wake some of his test subjects. He has even induced the Dreaming in himself and had his assistants revive him. But it currently doesn't work on all patients and needs to be refined.

However, there is something else on Zoda-Kappa, something that plans to use the Dreaming and the Network for its own purposes...

NETWORK IMPLANT [Major Gadget]

Traits: Networked (Major)

Cost: 2 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

PSIONIC TAP SHOES *(Broadway Belongs to Me!)*

When the Doctor and Mel visited New York in 1939, they saw posters advertising a far-right musical show apparently starring Mel! In order to investigate a temporal disturbance, they travelled back five weeks in time to a point when Mel could persuade the show's producer (see *V140*) to hire her.

To enhance Mel's terpsichorean talents, the Doctor equipped her with a pair of tap shoes containing a psionic relay that runs from the taps in the shoes to the nerves in the wearer's feet. They can make a dancer out of anyone, but they're not very comfortable as there's bound to be a little friction around the relays.

Although psionic tap shoes are very niche and probably aren't worth the cost of a Major Gadget, similar devices can easily be designed to provide a character with other, more generally useful skills using the Skill trait (introduced in *The Gamemaster's Guide* in the 2012 Eleventh Doctor branded edition of the core rulebook).

**PSIONIC TAP SHOES [Major Gadget]**

Traits: Skill – Craft (Dancing) 3, Restriction – sore feet (-1 Coordination after wearing for more than a few minutes)

Cost: 2 points

THE RANI'S TIME DESTABILISER *(Race Against Time)*

While the Time Destabiliser acts like many other Gallifreyan devices, it's an entirely original design created by the Rani. It's good luck that the Time Lady has no interest in selling patents, given that the machine's main purpose is taking an area of space (such as a planet) and dialling its temporal conditions to any point in its past or future. The Rani can use this to freeze a planet and its inhabitants still, shift it to inhospitable living conditions such as an Ice Age, or even make a star go supernova before its time!

It can focus this ability to ranges as small as rooms, wherein it can make use of its second, much more specialised ability (though one that still takes up the same amount of energy): inducing a state of "Time Limbo" on an individual by separating their consciousness from the dimension of time, forcing them into a whirlwind of everything they could experience in their personal timeline. This incapacitates them (although they might be able to glean an important clue about their current predicament from seeing potential futures), and leaves them needing to be physically pulled out of the device's range by someone else before their consciousness is able to return.

However, the Destabiliser does have some restrictions: it consumes a massive amount of energy to function, such as Pyro Shika's heat generating core (see *L144*), and it takes a long time to warm up, only able to use its lesser abilities (such as freezing) at first. Of course, if it goes out of control completely, it'll create a time maelstrom. If anticlockwise, the universe will swirl back to Event One, rebooting it; if clockwise, the universe will fast forward and collide with the next one. One wonders why the Rani didn't think to fix that design flaw.

As if inspired by the artistry of the temple around it, the Destabiliser was built in the form of a large hourglass on a ticking pendulum, with the beam of heat flowing directly into it. This main sculpture is made of a rare, incredibly strong metal. Good luck manipulating the control panel, filled as it is with switches and buttons that do literally nothing but act as red herrings. Thankfully the Rani studied under the brilliant Gallifreyan scientist Archimedes the Seventeenth(!?), who always programmed self-destruct mechanisms into his devices. This quirk seems to be something the Rani has inherited subconsciously, meaning you just need to find the right combination of actions to destroy the machine. When you do, it'll age itself over the course of billions of years in seconds, crumbling to dust before your very eyes.

While the Rani uses it purely to hold planets to ransom, the Destabiliser does have some beneficial uses, such as reversing the effects of climate change or delaying a star's expansion to save any planets within its range. Just be careful not to aim it at any black holes: according to the Doctor, you could turn the universe inside out!

TIME DESTABILISER [Apocalyptic Gadget]

Traits: Area Effect x7, Hungry (Major), Resilient (Special: Only the passage of time can destroy the machine), Slow (Minor: Commands take several minutes to be fully registered), Unfamiliar Interface (Minor: Most of the controls are useless and do nothing), Vortex

Cost: 24 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SENTINEL PROBE (*Murmurs of Earth*)

The Oort Cloud: the boundary of Earth's solar system consisting of trillions of icy chunks of rock dancing around each other in the dark. At least, that's where the coordinates on your travelling machine claim you are, but the breathable air, lush vegetation and gentle running water suggest otherwise.

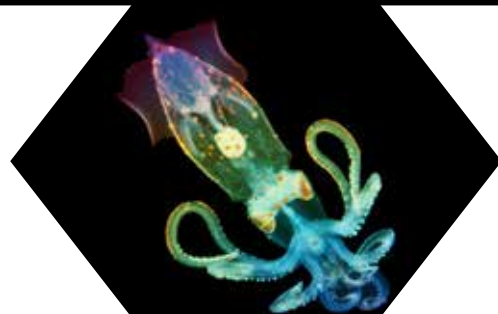
Oddly enough, out from behind the rippling foliage walk a man and woman holding hands, both naked. "We come in friendship to those who are friends." They greet you with, alongside other disconnected sayings. Odder still is another pair identical to the first who also come out to greet you... and another, and another, all with completely serene expressions plastered onto their faces. It's not hard to deduce that these people and the garden around them are holographic, albeit incredibly advanced enough to be made of light condensed into matter.

This space on the large asteroid was constructed and emitted by a Sentinel Probe, a large, bio-mechanical floating creature with tentacles and countless dim shining colours visible through its translucent skin. One of many organic probes sent to the edges of solar systems by a mysterious advanced race to monitor life.

Miserable and lonely from the separation from its collective group mind, this Sentinel desperately latched onto a golden disc taken from a passing probe, using the data on it to construct a new collective to interact with. The disc in question happens to be the golden record sent in the Voyager-1 probe by NASA in 1977 with the aim of communicating human life to extraterrestrials, having reached the Oort Cloud (and its goal) in 2199. Despite the Sentinel's best efforts, the disc simply didn't have enough information to construct an accurate recreation of humanity. As such, each human looks identical and can only display joy: the emotional residue from NASA's optimistic programming team.

The Sentinel reacts to any actual human life it encounters with hostility, fearful of the proof that its new collective is, in fact, an imperfect parody. It will attempt to "cleanse" its new data by trapping the offending human in a large transparent cube, and then running a program that will slowly erase them from existence, atom by atom.

Of course, the probe (possessing an oddly melancholic voice) could be reasoned with and be convinced to take the opportunity to upgrade its facsimiles to a more accurate model, using the new humans it's discovered as a base. Of course, this would provide them with a full spectrum of emotional responses, with quirks, appearances and personality traits picked from the new samples added to the mix. While the probe could revert its creations back to their empty states, it'll likely come to appreciate the spectrum of interactions now available to it. While the holograms themselves have access to anger and dissatisfaction, they wouldn't be upset at being taken away from their former bliss. After all, how can you be truly happy without anything to compare it to?

SENTINEL PROBE

AWARENESS	5	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	14

SKILLS

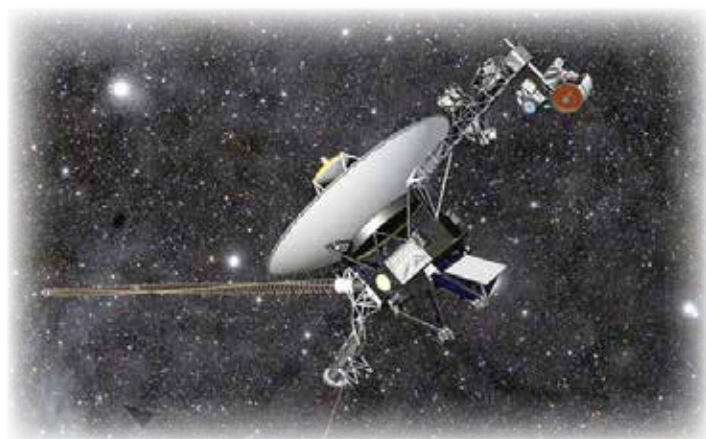
Convince 1, Craft 4, Fighting 1, Knowledge 2, Technology 4, Transport 5

TRAITS

Additional Limbs x2 (tentacles)
 Alien
 Alien Appearance
 Armour (5 points)
 Cyborg
 Environmental (Minor) – Able to survive in space
 Flight (Major) – Including interstellar capability
 Scan
 Size: Huge (Major)
 Transmit

TECH LEVEL: 6

STORY POINTS: 6



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SHAKESPEAREAN CANNON *(Blood on Santa's Claw)*

As of the 59th Century (see *L107*), human technology has advanced to the point where anyone can get their hands on devices capable of doing things that past centuries would have considered impossible, miraculous or just plain absurd. Such gadgets are designed to fit the tastes of whatever group is making them. The 59th Century hardly has a shortage of such groups, as Earth Government's reclassification of religion into anything that you feel strongly about has led to countless religious groups with narrowly defined fixations. For example, members of the widespread and popular religion worshipping William Shakespeare often use a bespoke piece of weaponry: a laser gun referred to as a Shakespearean Cannon. Tragically, few of them seem to notice the joke.

The Shakespearean Cannon has multiple different settings, which may overwhelm a user when picking one up for the first time. The four main settings are Comical, Tragical, Historical, and Pastoral, with the remaining settings being each combination of two, such as Pastoral-Comical and Historical-Tragical. Each setting shoots out a laser blast with a different effect: Tragical blasts turns atoms they touch explosive and can blow up anything short of solid rock; Comical blasts make a victim laugh themselves to death, which is a nasty way to die...; but not as nasty as Pastoral, which causes a target to choke to death on grass; and Historical blasts are mainly used on escaped prisoners, as anyone hit by one is teleported back to wherever they were three hours ago. Each of the dual-genre settings shoots blasts with both functions at the same time.

Even in the 59th Century, technology isn't infallible. Shakespearean Cannons are charged by power packs which need occasional replacing and may be quickly drained by use of Historical settings. Besides that, it's simple to mess with the display and make it appear set on another setting than the one it actually is. The Shakespearean Cannon is just one example of a weapon carried by a 59th-Century religion; with groups worshipping other authors, football teams and pop stars, one wonders what kind of settings their own weapons might have.

"The trumpet to the cannoneer without, The cannons to heavens, the heavens to earth."

– *Hamlet*, Act V, scene 2

SHAKESPEAREAN CANNON [Special Gadget]

Traits: Unfamiliar Interface (Minor)

- Tragical setting: L(4/L/L) damage, Armour Piercing (ignores first 5 points of Armour).
- Comical setting: Victim must make Difficulty 15 Resolve + Strength per Round or take 2(1/2/3) damage which ignores Armour, Tough or similar; continues until medical assistance is provided.
- Pastoral setting: GM applies Drowning rules, continuing until medical assistance is provided.
- Historical setting: Vortex, Hungry (Minor), Restriction - Target is sent back to where they were three hours ago

Cost: 8 points

SKIMMERS *(The Garden of Evil)*

While many civilisations give hovering vehicles the name of "Skimmers" (as they often lightly skim the ground as they float above it), the Time Lords of Gallifrey developed a particular type of militarised vehicle bearing the name. These are basalt grey armoured vehicles, designed by the Time Lords to help the Malians (see *V170*) maintain order in the refugee camp of Riff City (see *L148*). The Malians have interpreted this order as "harm them until they're too scared to attempt to fight back", which has become an easy task given their new toys.

They come in two different makes: the standard patrolling Ground Skimmers and the riot control Assault Skimmers. Both are used to oppress the "Riffos", with the Malians finding joy in driving into their prey's shoddily built huts.

The spherical Ground Skimmers hover around and spin on an axis

GROUND SKIMMER

Armour: 10 **Hit Capacity:** 20 **Speed:** 10

Traits: Escape Pod, Flight (Minor), Travel

Weapons: Stun Guns – S(S/S/S) damage

Story Points: 4

to travel. Each is the size of a very small tank, with two large stun guns poking through slits on the sides of its armour. Their cabins are small and round, roughly able to fit four adults comfortably. The cabins possess small visors on both the front and back, as well as stanchions to prevent anyone not in the driver's seat from being hurled around. These models possess a very interesting feature: when the emergency hatch is activated, the entire cabin interior is separated from its outer shell and shoots up hundreds of feet into the air, a silver helium balloon quickly being inflated.

The Assault Skimmers are significantly larger, unable to move throughout Riff City without knocking over at least two shanties at a time. A lot more rectangular in shape, these can carry a small squadron of about twelve Malians, as well as possessing actual flight capabilities. Instead of mere stun guns, it's equipped with heat seeking missiles.

ASSAULT SKIMMER

Armour: 5 **Hit Capacity:** 20 **Speed:** 10

Traits: Flight (Major), Travel

Weapons: Heat-Seeking Missiles – 18(9/18/27) damage, +4 bonus to hit a target they can detect

Story Points: 5

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

SKYRIDERS *(Search for the Doctor)*

By the year 2056, humanity (population ten billion) continued to integrate new technology into their culture to extremes not even considered before. Most fields have been converted into giant "forests" of satellites and aerals, and holograms have replaced all televisions and computer monitors. Holovision films are produced from the re-branded "Hollowood", of course! Oddly enough, Stonehenge has been replaced by a plastic replica (the original's been stolen by hooligans) and months no longer exist; August Ninth is now referred to as the overwrought "Day Two Hundred and Twenty Two", for example.

One of the most common pieces of new everyday tech are the Skyriders, which have replaced cars as the most popular form of personal travel. Shaped like miniature rocket-ships, simply rest your feet into the stirrups, push the control levers and then feel a jet of red flames explode out of the exhaust, propelling you upward and onward! Sky-lanes are carefully monitored to prevent collisions, but thankfully most models come with automated driving and in-built holovision displays. When dusk comes, the glowing cockpits make commuters returning from work look like swarms of fireflies.

Skyriders appear to be a brand: there are the standard versions with cockpits, ones that more resemble motorbikes (pictured here) and even military grade Skyrider Tanks! Older, ground-based automobiles are culturally seen as either novelties for enthusiasts and collectors, or an unfortunate symbol of poverty. The concrete roads that serviced humanity for so long have been left to nature's devices, something time travellers from the past might find eerie.

Naturally humanity still has use for other forms of transportation, such as sky-vans, trains and space freighters. But there's little that can beat the Skyrider when it comes to personal comfort, customisation (any colour you want!) and sheer efficiency. Just make sure not to turn off the automated driving by accident.

**STANDARD "BIKE" SKYRIDER**

Armour: 2 **Hit Capacity:** 10 **Speed:** 24

Traits: Complicated Controls, Flight (Major), Travel
Story Points: 2

SKYRIDER TANK

Armour: 16 **Hit Capacity:** 30 **Speed:** 8

Traits: Complicated Controls, Flight (Major), Travel
Weapons: Rocket Cannon – 18(9/18/27) damage
Story Points: 4

STANDARD "COCKPIT" SKYRIDER

Armour: 8 **Hit Capacity:** 15 **Speed:** 15

Traits: Complicated Controls, Flight (Major), Travel
Story Points: 2

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

T.N. CABINET *(Davarrk's Experiment)*

This is one intimidating marvel of the largely unexplored science of genetic reconstitution: a cabinet large enough to comfortably fit one adult humanoid inside at a time. Once a subject is inside the construction of glass and steel, its operator simply needs to input commands on the connected control panel, the machine humming and vibrating wildly as it works. When the subject walks out, the mysterious T.N. rays will have given them the genetic features of another species, such as an incredibly strong and durable Martian claw. Unfortunately, T.N. rays are not only wildly unpredictable, but the mad scientist Davarrk (see *V150*) is extremely reckless with the use of his prototype model.

Davarrk's version of the T.N. cabinet is extremely unstable and is more likely to harm its subjects than help them. Feel free to alter the Difficulty needed if you're using a cabinet made by a more stable scientist and you want your session to include a lot of genetic manipulation hijinks. Davarrk seems to have previously loaded his cabinet with genetic information on species from across the universe, alongside whatever Earth animals he could get his hand on; more advanced models may have more specific purposes.

Anyone operating Davarrk's T.N. Cabinet must make a Difficulty 21 Ingenuity + Technology roll:

Disastrous result: the subject takes 5(4/5/L) damage, is stunned and receives a significantly detrimental modification, such as lungs that can't breathe Earth's oxygen (gaining a Major Bad Trait or two Minor Bad Traits).

Bad result: The subject takes 4(3/4/5) damage, is stunned and receives a detrimental modification, such as a horse's leg that makes it difficult to walk (gaining a Minor Bad Trait).

Failure: The subject takes 3(2/3/4) damage, is stunned and receives a minor detrimental modification, such as having an arm replaced by that of a slightly weaker humanoid species (gaining a Minor Bad Trait).

Success: The subject takes 2(1/2/3) damage, is stunned and receives a modification that doesn't affect stats, such as half of their body being covered in purple fur. Of course, they gain Alien Appearance or Distinctive if they didn't have them before!

Good: The subject takes no damage, is stunned and receives a minor beneficial modification, such as eyes with infra-red vision (gaining a Minor Good Trait).

Fantastic: The subject takes no damage, isn't stunned and receives the specific modification that the operator intended (gaining a suitable Major Good Trait or two Minor Good Traits). If used randomly (or by Davarrk) the subject receives a random major modification that has beneficial implications, such as functional wings (gaining a random Major Good Trait or two Minor Good Traits).

T.N. CABINET [Major Gadget]

Traits: Scan, Transformation (Special: see text), Unfamiliar Interface (Minor)

Cost: 2 points

THE TIME CONTINUUM *(Dr. Sixth)*

You've likely heard the phrase "wibbly-wobbly timey wimey" get thrown about higgledy-piggledy, but I bet you never thought the expression could be weaponised so literally! When this grandfather clock-like device is wound with a key, time in the local area (defined as at least a medium-sized planet and its orbit) keeps working smoothly. However, if some dastardly miscreant were to turn it with a corkscrew (or similarly wriggly item) then time starts to twist, literally! All forms of time travel will find it extremely difficult to navigate through twisted time and may even find the dimensions of their machines (and any clocks in the vicinity) start to violently warp and wiggle like jelly trying to make sense of it all! Of course, solving the problem is as simple as removing the offending object and replacing it with a properly sized key: it's just a matter of if you can get that far!

We can assume the variation on this device that the Rani used on the Blue Planet (see *L99*) was a simplified version of a Time Lord invention, likely used to help stabilise otherwise rough areas of time. With how odd the effects of winding it up with a corkscrew are, who knows what might happen if you attempt to use another odd and unconventional winder!

**TIME CONTINUUM [Special Gadget]**

Traits: Disable (Major: When properly used, the continuum disables anything that disrupts the smooth flow of time), Time Eater (Major: When improperly used, the continuum causes temporal damage)

Cost: 4 points

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

TIRU DEVICE *(Doctor Who and the Mines of Terror)*

Created by the Time Lords to bring greater order to the "Chronosphere" (a term so obscure or outdated even most Time Lords aren't sure what it quantifies), the Time Instant Replay Unit was intended to repair "time glitches" that appear sporadically throughout the universe. These glitches are harmless when in low numbers, but can be disastrous when compounded on top of one another. Such glitches seemingly appear more and more the further the universe sprawls away from the time of its creation at the Big Bang. As its name implies, the TIRU allows its user to edit reality, not unlike a video game programmer tinkering with an open-source creation engine. The already terrible power could be even greater if unethical parts, such as powerful telepathic brains (like those of Rijans or Time Lords) were incorporated into the

machine's blueprints. It's vital that further TIRU devices are not to be made, and the only surviving copy of the building plans (kept in a telepath-proof memory capsule) be hidden far from the hands of those who would use it.

TIRU DEVICE [Apocalyptic Gadget]

Traits: Convert (Special: Converts any type of non-living matter into any other type of matter), Dimension Modification, Probability Shredder, Stasis (Special), Time Eater (Special), Time Loop (Special Good 6); if the brain of anyone with the Psychic trait is incorporated into the device, it gains Hypnosis (Major), Precognition, Telekinesis and Telepathy

Cost: 18 points

WEIRD STUFF *(The Garden of Evil)*

Also referred to as Spacedust, this compound is so obscure and rare it hasn't been given a proper scientific name yet! So far it seems to only occur at random in extremely tiny quantities in average meteorites, but who knows where it could turn up?

This ochre powder glitters like gold dust when it hits the light and seems to do absolutely anything whenever it contacts something. It contains such a powerful energy surplus that it's extremely dimensionally unstable. This powder rarely does the same thing twice: it can shrink organic beings, change the makeup of stone to be like that of a liquid or even make things disappear! Specifically, it can send things to other dimensions. Handle with care or else you could end up turning into smoke, light or even a thought waiting for someone to occur to.

Also worth noting is that it messes with the dimensional stability of any time travelling machine it's inside, and the two will fight one another to go to different destinations. This does imply the

powder has some vague intelligence of its own, even if we don't yet understand the full extent of it.

It would be one of the most sought-after substances in existence if there was some way to make its effects reliable or consistent. Prophet Ellis (see A126) is the only person to have found a way to stabilise it, refining the powder into a crystalline form that seems to produce infinite energy! When in this form, it still constantly shifts its physical dimensions.

Using Weird Stuff is simple: whenever a player attempts to use it, they must make a small Coordination + Ingenuity roll to make sure they accidentally don't use it on themselves (nothing too difficult, just enough that the risk is always there!) and spend a Story Point. It's up to the GM to make the result something odd and unexpected by adding a slightly absurd complication. They throw it at the ground to stop an enemy chasing them? Make the hallway they're in start to melt! They drop some in their TARDIS? It takes them to a realm made up of their collective unconscious!



OFF-OFF CANON: THE WARLORD

TIM TREVYL *(Doctor Who and the Warlord)*

Tim Trevyl has recently inherited a time machine from his uncle; said machine is dubbed the "Cubix", since it has the outward appearance of an enormous blue cube. As ownership has passed to him, Tim has been inducted into the Time Navigator's Guild. He happens to be the guild's youngest member, in fact! Armed with his trusty yellow screwdriver, this plucky young man is eager to follow in his uncle's footsteps and earn respect from the older members of the club. Big shoes to fill, given his uncle's adventures include meeting and teaching both Da Vinci and Mozart a thing or two! He's gone on very few travels of his own so far, one of which involved befriending King Varangar (see L147).

Unfortunately for Tim, he has a tendency to get lost in his own thoughts, or be woefully under-prepared for a situation due to a lack of planning; separate him from that fob watch of his and he'll be completely dazed and lost until getting it back.

Fortunately for Tim, he recently realised he much prefers travelling with a trusted friend by his side. This friend often manages to make up for Tim's own shortcomings, turning them into a surprisingly efficient team. Still, no matter how much pluck (or indeed, luck) Tim's crew might have, encountering his uncle's old Time Lord friend the Warlord (see V205) might put a tragically premature end to his daring career...

THE CUBIX

Armour: 10 **Hit Capacity:** 20 **Speed:** 4*

Traits: Bigger on the Inside (Special), Data Storage, Scan, Transmit, Travel, Unreliable, Vortex

Story Points: 15

Adventure Seed: *Tim Trevyl and the Reprisal of Time*

Your group of TARDISEers are shocked to see that their Time Lord has been replaced by a young man named Tim, who claims to be the TARDISEers' trusted friend. Things get stranger as Tim's own time machine materialises somewhere and somewhen the group has already been! Things are just as dangerous this second time around, and Tim proves inexperienced, rash and curious. Can the crew survive their previous adventure a second time? Could there be new complications, and just why are they repeating it? Can they trust Tim, and what's with his mysterious uncle's Time Navigators Guild, or his dependency on that fob watch? This encore might prove to be the travellers' grand finale!

TIM TREVYL

THE WARLORD

An Adventure by Peter Voke and Graham Williams

You are adventuring round space-time with your friend Tim Trevyl. Tim is the youngest member of the time navigator's guild, having recently inherited a time machine from his uncle. The machine is called "the Cubix", since it looks from the outside like an enormous blue cube.

You set out for the planet Quantain visit Tim's friend King Varangar at a spot of trouble on his hands.

PRESS RETURN

AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 2, Knowledge 2, Marksman 1, Science 2, Subterfuge 2, Technology 4, Transport 3

TRAITS

Boffin

Brave

Dependency (Minor) – If his fob watch is lost, Tim suffers a -2 penalty on all rolls until it is recovered
Face in the Crowd

Friends (Minor) – The Time Navigators Guild

Impulsive

Inexperienced

Insatiable Curiosity

Vortex

EQUIPMENT

The Cubix

Fob Watch

Two-Way Radio

Yellow Screwdriver [Traits: Open/Close, Restrictions (Cannot open Deadlock Seals; Tricky controls), Scan, Transmit, Weld. Story Points: 2.]

TECH LEVEL: 8

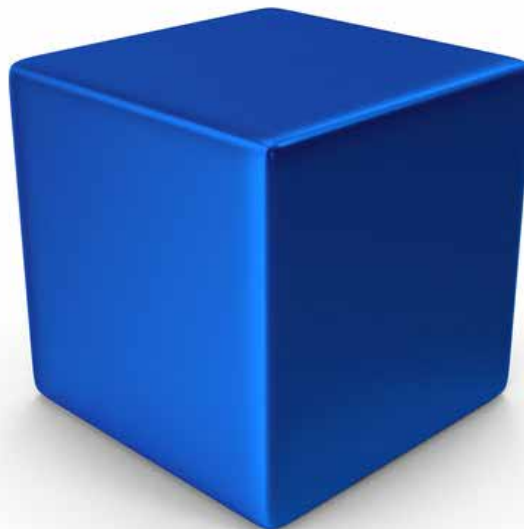
STORY POINTS: 15

THE CUBIX

Currently in the possession of Tim Trevyl, the Cubix is quite an odd time-space vessel: it's a blue box that's bigger on the inside than it is on the outside! Specifically, its outer shell takes on the appearance of an enormous blue cube. Tim's still very new to the maintenance and care of the incredibly complicated machine, causing unfortunate mishaps; it's almost as if it has a mind of its own! Speaking figuratively, of course.

Some of the less unusual rooms inside the Cubix include the main console room (with a handy view-screen), a security office, a machine shop (Tim says he's sorry if the room bursts into flame while you're inside it) and a data storage room. Connecting the Cubix's rooms are a series of four bright corridors, each a distinct and vibrant colour; red, blue, yellow and green.

More interesting perhaps are the artificial blue lagoon washroom (Tim can't figure out a way to fix the climate circuit, he hopes you don't mind having to shower in snow) and music room resembling a miniature Albert Hall. Don't forget to check out the Cubix Library, complete with telepathic index machine and a snooty robot librarian to help you sort through the over 3 and half billion books! Tim's uncle was quite the voracious reader.



YOU AND TIM TREYVL

The text-based adventure game *Doctor Who and The Warlord* was written by Peter Voke and Graham Williams, and was commercially released in 1985 for the BBC Micro. In 1988, Voke re-released the game for Acorn computers, removing all copyrighted aspects of the *Doctor Who* licence and shortening the title to *The Warlord*. The Doctor became Tim Trevyl, the TARDIS became the Cubix and the sonic screwdriver became the yellow screwdriver, while the Doctor's previous adventures became those of Tim's uncle. A small introduction screen gives context to Tim's backstory and motivations, and various puzzles were simplified or expanded. Bizarrely enough, the Warlord is still described as a Time Lord, despite that section of text being rewritten to mention him as having history with Tim's uncle. This gives Tim's continuity an odd but definite link to that of the original material.

Given that Tim fulfils the Doctor's role, there's very little effort to explain who he is beyond the opening text crawl. It's up to your creative licence if you want him to be a human from the future or a member of any humanoid species with access to time travel. Likewise it's up to you to decide if the Cubix is a TARDIS in itself, alive, or even has rooms or features beyond the ones noted here! Noteworthy is that the Doctor/Tim's quirk of being so desperately attached to a fob watch that he's despondent and lost without it was intended as just that: a quirk. However, a full decade after the game's release, the Seventh Doctors' New Adventures novel *Human Nature* would see publication (and a decade or so after that, the novel would see a television adaptation featuring the Tenth Doctor), giving the fob watch's focus a new context.

A gamemaster and players who are interested in playing the *Doctor Who Roleplaying Game*, but don't wish to use the Doctor or Time Lords might find Tim and his uncle's mysterious Time Navigators Guild a novel alternative; unmarred by the decades of lore built around the central character and their species. Maybe you'd find it interesting to redo some of the Doctor's other adventures, such as being chased through the Cubix's blue lagoon by Sontarans or helping Nikola Tesla through a night of terror! It's a new, unexplored universe out there. Watch out evildoers, it's time for some escapades in ages and infinity!

ADVENTURE SEEDS

As a tribute to the original stories this book's concepts stem from, we here present a paraphrased version of the "Publishers' summary" found on the back of each book/audio as if they were role-playing plot hooks. These are meant as inspiration for your own adventures, though nothing quite beats reading or listening to the original source material. For ease of reference, you'll find page references to the material written-up from that story. It was not possible to include each story as a plot hook (they didn't all have usable blurbs), and for that we apologize in advance.

River of Death [A120]

A visit to the Grand Canyon begins with disaster for the Player Characters, when their TARDIS plunges into a ravine. The travellers' only hope is to descend to the valley on foot and then track the course of the Colorado River. Their perilous journey is fraught with danger, even before they encounter a band of 19th-Century explorers led by Major John Wesley Powell. Joining the watery expedition, they might begin to despair of ever seeing the TARDIS again. As food supplies dwindle, so do the group's options. This is a journey which some of them may never return.

The Authentic Experience [G20]

Tired of the old 9 to 5? The daily grind getting you down? Step this way to discover a universe of possibilities! If you're fed up with looking at screens all day, we can offer the authentic experience: whether you want to be as rich as Croesus and swim in gold, or feel the dirt and sweat of honest toil we're ready for your business. Forget the "Same Old", embrace the "New Old"! (Terms and conditions apply.)

Under ODIN's Eye [L136]

Sad about your local market shutting down? Don't worry about it! Come on down to ODIN Megastore, where we have everything you'll ever need. Enjoy our Hygge atmosphere. Browse stylish new ODIN wardrobes. Relax with friends on our new ODIN sofas. Friends gone missing? Meet new ones at our food-hall, where you can chill out and live happily ever after. Welcome to ODIN Megastore, where everything is for sale. Even your planet.

Memories of a Tyrant [L129]

What if you'd committed a truly dreadful crime but couldn't remember? Your TARDIS lands in the Memory Farm – a state of the art space station where hidden memories can be harvested and analysed. To the PCs' surprise, they find the station in lock-down and all its resources dedicated to probing the memories of an elderly man. Garius Moro may, or may not, have

been responsible for the deaths of billions of people many years ago, but he simply can't remember. The assembled representatives of two opposing factions, each with their own agenda, anxiously wait for the truth to be unlocked from Moro's mind. But when a memory does eventually surface, everyone is surprised to learn that it is of one of the heroes...

The Flight of the Sun God [L159]

Your TARDIS lands aboard the *Sun God*, a vast spaceship carrying executives from a powerful 35th-Century energy company, and you're menaced by deadly cat-like robots and discover that Spalding Revere, the company's founder, has set the ship on course for the heart of a sun. Spalding's last wish is to take his acolytes with him to the afterlife, and unless the PCs can intervene, they will be going with them. Tensions and in-fighting grow among the staff, including Brian, whose half-man/half-insect body has a terrible significance to Spalding's plan. As the *Sun God* continues on its final mission, time is running out for them all...

Blood on Santa's Claw [A86, L107, G28]

Your TARDISers land on the planet Naxios, where they discover the body of Father Christmas. Who killed him? The strange individuals dressed in Shakespearean costumes or the talking animals wearing waistcoats digging in the tunnels?

The Baby Awakes [A124, L115]

Your Player Characters visit the Ishtar institute, where the term "designer babies" takes on a new and sinister meaning. Will your heroes survive Christmas Day?

I Wish It Could be Christmas Every Day [V206, L162]

A Christmas party that's been going on for three years. Strange silver robots who guard the Christmas decorations with lethal force. What is the secret behind the festivities on Tate Galactic?

Search for the Doctor [A82, L105, G23, G29]

The year is 2056. From the FERN Spacelab orbiting the Fusion Energy Research Network in California, Omega has mounted a devastating attack. He plans to take over the Doctor's mind and body. By controlling the Doctor's awesome power, he hopes to take revenge on the Time Lords, who sacrificed him to obtain the secret of time travel. It's up to you to free the Doctor and defeat Omega.

The Garden of Evil [A115, A126, V170, L125, L148, L156, G28, G31]

Famine threatens every intelligent life form in the universe, and your TARDISers must combat the forces of the Garden of Evil. Persecuted for his belief that even robots and androids have souls, the scientist-prophet Ellis has led his followers in a great exodus across the cosmos to find the gift of life. But now Ellis is missing,



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

betrayed by one of his followers, the maker who has stolen the secret of Ellis's greatest discovery. He plans to use its power to rid the universe of life and replace it with machines obedient to his evil will. Unless you can find Ellis, the maker will win.

Invasion of the Ormazoids [V108, V178, L151, G21]

You face an entire race of mutant warlike beings in the 25th Century. Coordinates set for the rim worlds – a turbulent, primitive, and strange region. There, at the edge of the universe, you are fated to meet Darval, an evil ruler with a fascinating history and bizarre energy. But of more immediate danger: Darval's Ormazoids, a race of beings originally created to assist him in space exploration, but now bred by Darval to be fearless and unstoppable – and to carry out his commands for domination of the universe. You must seize control of Darval's Master Genetic Code Signifier – the device that controls the Ormazoids. Otherwise, Earth and her empire will fall prey to his ruthless plans.

The Wings of a Butterfly [A101]

Visiting Gallifrey to attend an academic conference, your Time Lord's old friend and mentor, Duotheros, requests that they use the TARDIS to examine a temporal anomaly centred on Bixor. The planet, once thriving, appears to have mysteriously eradicated itself, substantially reducing the number of people interested in buying Duotheros' definitive history of that sector of space. Will your PCs' investigations reveal the cause? Or does Bixor's untimely demise have something to do with a certain time capsule?

The Thousand Year Thaw [V187, L173]

Once every thousand years, the frozen planet of Zycros thaws, revealing the most fertile soil in the universe. For a brief window, Zycros becomes the farming capital of the cosmos, and that brings with it many visitors – including your TARDISers, keen to stretch their legs. But as the ice melts and the temperature rises, they realise that this pleasant stroll may be the last one they ever take together...



The Hunting Ground [A111, V163, V171]

Your time travellers arrive in present-day Iceland and receive a frosty reception from Inspector Yrsa Kristjansdottir when they become the chief suspects in a murder inquiry. But they know that the real killer is of extraterrestrial origin. Joining forces with Yrsa, they will go in pursuit of a ruthless alien that is hunting humans for sport, but Yrsa unearths a dark conspiracy which reaches back into her own past. Determined to expose the truth and prevent further deaths, they soon find themselves running for their lives, prey on the hunting ground.

Escape from Holy Island [V160, V187, L120]

The history books tell us that on the 8th of June, 793 AD, the Holy Island of Lindisfarne was burnt to the ground by Viking raiders. But history also records that "fiery dragons were seen flying in the sky" – can that be true? With time running out, your PCs and a young HG Wells must mobilise the island's monks as the real raiders of Lindisfarne thunder over the North Sea – and they don't look like Vikings...

Doctor Who and the Warlord [V205, L96, L147, X5]

Your PCs go across a strange planet in the distant future in an effort to track down the ever-elusive Doctor, encountering interstellar nomads, lurking androids and, worst of all, King Varangar's moody blood guards. Using your intelligence, fluency and good looks you will need to think, talk and charm your way out of scores of mind-wrenching situations and collect the objects essential to completing the game. Then, the TARDIS spirits you back in time to the Battle of Waterloo, where you will need all your wits to defeat both Napoleon and the malignant Warlord. Finally, pray for a quiet end to your adventure...

Crisis in Space [A91, V156]

It's up to your heroes to save the galaxy from the bizarre manipulations of a madman in Crisis in Space, after a message is intercepted from outer space. Garth Hadeez, the Overlord of the gruesome Golons, has instructed his slaves, the midnight-black Neroids, to release a new planet into the Solar System. But the planet is a fake. Designed to resemble Phobos, one of Mars's tiny twin satellites, it is actually a black hole capable of annihilating the entire Solar System.

Race Against Time [V189, L144, G26]

Your TARDISers must find and destroy the most awesome device ever created, as an awful calamity befalls the Doctor himself. The Doctor is caught in Time Limbo – the worst possible place for a Time Lord to be! Your goal is to help him reach and defuse the Time Destabiliser, an invention that threatens not just the Solar System, not just the Galaxy, but the entire Universe! If you fail, you will be suspended for all eternity in a vacuum with no light, no dark, no beginning, no end. This is the biggest challenge you've ever faced. The decisions you make will shape the destiny of all life in the galaxy, so do your best!

Mission to Venus [A97, V167, L127]

A nerve-wracking game of trust, treachery, and terror. Your TARDIS materialises with a crash in a most unusual place: the belly of an in-flight spaceship. More eerie are the tall glass jars you find

there, filled with jelly-like plants that desperately want out... but why? Meet the crew – a suspicious, vicious, and mutinous lot. Will they reveal the plants' true purpose and the ship's destination? But that may not matter after all – the spaceship has been struck by an enormous meteorite and now you're flying out of control on a collision course with Venus! There is precious little time for your PCs, and perhaps everyone else. It will be a true test of your ingenuity to avoid becoming galactic statistics!

Something Borrowed [V180, L119]

A wedding on the planet Koturia turns out to be a far more dangerous proposition than your characters ever expected. It marks the return of a formidable old foe whose genius matches your Time Lord's. Can they outwit the Rani, save everyone, and stop the wedding in time?

Prime Winner [V174]

Your TARDIS makes a forced landing in a lavish room looking very much like the foyer to a 1930s casino. But the games being played in the halls are unlike anything you would find on Earth, and the players are far from human. And then one of the Player Characters sees someone from their life back home...

Emissary of the Daleks [L137]

On the planet Omnia, a young man leads your heroes through the battle-scarred ruins of a city. Among the rubble, he shows them proof that their invaders and new masters, thought to be invincible, can be defeated. The proof is the blasted, burnt-out remains of a Dalek. But this is a Dalek-occupied world like few others. For one thing, there are few Daleks to be seen. And for another, the Daleks have appointed an Omnian, Magister Carmen Rega, to govern the planet as their emissary. Why are the Daleks not present in force? And can the PCs risk helping the Omnians, when the least show of resistance will be met with devastating reprisals from space?

Plight of the Pimpernel [V190, V207]

It's 1793 and the Reign of Terror is slicing through the elite of Paris – but not if the Scarlet Pimpernel has anything to do with it! With a very British pluck, and daring bravado, he rescues French aristocrats from Madame Guillotine's embrace. But who hides beneath the Pimpernel's mask? And isn't the Scarlet Pimpernel just a fictional character? At Highmoor House, in England, your PCs might play lady of the manor, tend to the strange wounds of her Sir Percy Blakeney, or host a lavish ball for French agent Citizen Donat, where a sinister alien force are uninvited guests, both intent on unmasking the Scarlet Pimpernel and putting an end to his heroic escapades, forever!

The Shadows of Serenity [V191, L124]

The Guns of Malgar once defended their planetoid from any who strayed too close; just one gun could obliterate an entire star fleet. The Malgarians are known as a vicious, belligerent species – so when the TARDIS brings your PCs to the Malgar homeworld, they are puzzled to be greeted by a pacifistic population. Maybe they just got the facts wrong, but what really lies behind the Malgarians' uncharacteristic behaviour, and what is the secret of the Sisters of Serenity?

Fortunes of War [A96, V146]

"You've seen what happens. You know what time can do if it's damaged." The TARDIS lands in the First World War, where your travellers must solve, once and for all, a mystery unearthed in a past adventure. Someone has been interfering to alter the course of the war – but to what end? The PCs will travel to a forest in Germany, on a cold morning in November. At the heart of the forest is a massive temporal disturbance, and there they will rendezvous with whoever is behind significant changes to the accepted history of the Great War. But the forces of Time bring other entities to the meeting place: terrifying, corporeal ghosts of soldiers from many centuries of battle. If they are to escape with their lives – and return history to its proper course – they will need help from unexpected quarters.

Wink [L121]

When the PCs go sight-seeing on Lucidus Silvara, they find themselves in a place where nothing is visible at all... only all-encompassing light! Drawn in by a temporal anomaly, they meet a species with no sense of sight, living in a city surrounded by Weeping Angels. To save a civilisation, they must keep their eyes on the Angels. Don't blink. Don't even wink...

These Stolen Hours [A125, L102]

A time disturbance leads the Player Characters to a remote research station, where, unable to form memories, the crew believe someone is doing their work while they sleep. The truth, however, is far more insidious.

Born to Die [L164]

The war between the Sontarans and the Rutans has been going on for millennia. And is likely to continue for millennia more. Its reach can encompass ancient Ireland and a forest world in the far future. Encounters with UNIT and Time Lords. From the outside these battles may seem disconnected. But sometimes there is a common thread. And unpicking that could destroy everything. When a trip to the planet Taxodon goes wrong your TARDISers find themselves with mere hours to prove themselves innocent of murdering a Sontaran. As more die, they need to uncover the cause and why the Sontarans are even on this planet... if they have time.

Like [L153]

On the Earth colony world Rusina, the populace strive to be popular. Likes lead to promotion, dislikes lead to demotion – and more recently, something worse. So when your heroes investigate the truth behind this subscriber-led society, they find themselves about to become very unpopular indeed.

The Vanity Trap [A122]

Myrna Kendal used to be a Hollywood film star. Now she spends her life reminiscing on chat shows but there is always one unfinished film she refuses to talk about... at least until the TARDIS interrupts a TV interview, and your Player Characters' appearance stirs up long-forgotten memories.

Harry Houdini's War [G22]

The world is at war, and Harry Houdini wants to fight for his adoptive country. He might get the chance, when your TARDIS crashes his New York show. On the trail of a Central Powers spy ring, which has somehow acquired unearthly technology, your time travellers must also keep a dangerous secret...

The Darkened Earth [V200]

Your TARDISEers have faced perils on many planets, but now they find themselves in the most dangerous place on Earth. A place like home, yet terrifyingly different, where ordinary decent folk might hand them over to a dreadful fate. And as night falls, they realise that something is on the prowl outside, a creature darker than the dark. And hungry...

Colony of Fear [A90, V196, L167]

Sometimes, the TARDIS takes your characters to where they need to go... Answering a distress call from the out-world of Triketha, they discover human colonists battling against an onslaught of giant, malevolent insects. The insects' sting induces a coma, and it is only a matter of time before all the colonists succumb. The insects appeared from nowhere, and you may offer your assistance to the colony's governor. But this may not be your Time Lord's first visit to Triketha, and they must confront a past that they have no memory of and take responsibility for the consequences of their actions.

One for All [V172, L134]

The people of Molaruss are of two minds – quite literally! A world of duo-minds inside single bodies offers a unique opportunity to the Eleven, and his new wife, the mutant alien Miskavel. Meanwhile, your Player Characters discover a derelict TARDIS, but are they walking into a trap?

The Murder of Oliver Akkron [V172, V177, L134]

The Global President of Molaruss has been assassinated. The authorities believe they have the killer in custody – but which of his personalities did the deed? The truth will emerge in the recollections of a madman – but there is more than one side to every story...

Elevation [V172, L134, G24]

Molaruss has a new ruler: the wise and benevolent Eleven – alongside his loving consort Miskavel – his many minds guiding every aspect of successful government. But the Eleven has a plan to elevate his people to a new level of consciousness. And he cannot resist inviting your heroes to witness his ultimate triumph...

Cry of the Vultriss [V202, V204, L101]

Violently ejected from the Space-Time Vortex, the TARDIS crash lands on the remote planet of Cygia-Rema, a mountainous world ruled by the bird-like Vultriss. Their newly-crowned Queen Skye is expecting first contact with alien ambassadors – Ice Warriors – and the sudden arrival of your time travellers causes confusion. However, Skye is no ordinary ruler, she is the Fabled One gifted with the deadly power of “The Cry”. The queen who will enable the Vultriss to fly once again – at any cost. But as you investigate

why the TARDIS crashed, you discover that the Vultriss are hiding a deadly secret. An ancient legacy that, if left unchecked, will plunge half the galaxy into an eternal living end.

Scorched Earth [V155]

July 1944. Your TARDIS materialises in a small village near Rouen, where celebrations are in full swing. A joyful France is in the midst of liberation as the local population welcome a battalion of Allied soldiers – along with your TARDIS crew. But there are screams amidst the celebrations as an angry crowd dish out their brand of justice to one of their own that they have branded a traitor. While the PCs find themselves on opposite sides of a war beyond a war, they also have other concerns. The local community is used to the fires of battle, but a new type of blaze is burning – leaping from aircraft to aircraft, man to man – and this fire seems to be just as eager for revenge as the village mob.

Sibling Rivalry/Children of the Revolution [V187, L112]

The Player Characters are stuck on an alien planet in the middle of a civil war. To make matters worse, the Sontarans have invaded. To make matters worse still, two of the dastardly Quins – the volatile Clarent and the odious Dellan – are both on the scene... and your heroes may not survive their furious competition. Then, with their plans causing havoc, the wicked Quins are at loggerheads. But as the schemes of Sontaran Battle Marshal Skurr reach their climax, the only thing more dangerous than the brothers' competing against each other... is the brothers joining forces.

Together in Eclectic Dreams [A121, L93]

Your TARDIS brings you to the Archipelago of High Dream where your Player Characters can try and stop the nightmares they have been having. Instead, they find the Lethe Foundation, a research facility overseen by musician Tara, lulling her clients to sleep with soothing melodies. But the Kantrofarri are hunting, and a mystery Green Man holds the key to escape...

Intuition [A130]

Your PCs are in the Swiss mountains for some rest and relaxation after recent exertions. But soon they find themselves involved in a mystery, as those working in the resort's hospitality prove preternaturally willing to help. Is it just mere chance? Their intuition is that something is wrong: but intuition could be the very problem here...

The Queen of Clocks [L113]

Your TARDISEers come to the rescue when they find a castle under siege from Clockwork Droids. But in a kingdom run with painstaking precision, time is running out for the Queen of Guyenne...

Mel-Evolent [V148]

Mirror mirror on the wall, something stalks the TARDIS halls... A glimpsed reflection in a dark and dusty corner leads your Companion on a journey Through The Looking Glass. Witchcraft and shadows reign. They must face the evil at the heart of it all, while the other PCs battle to save a TARDIS determined to prove it's not only bigger on the inside, but darker. Much darker.

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

Doctor Who and The Rebel's Gamble [A84, A100, V153, L95, L158]

Something is seriously wrong with history... And the disappearance of a psychiatrist and his patient from the 20th Century is only the beginning. Travel back to America at the time of the Civil War. There, you will learn that a time-loose rebel soldier has discovered how the war turned out and is hard at work making certain that, this time around, the South wins!

The Death of Peladon [A108, A127, V182]

Your TARDISseers arrive on Peladon to discover a world on the brink of environmental disaster. Civil war looms and a dark plot brews in the shadows of the court. Unless they can help avert catastrophe, there seems to be little hope left for one of the Whoniverse's favourite planets.

Mind of the Hodiak [A118, V164, V176, V197]

In the depths of space, the mysterious Hodiak is manipulating the Galactic Stock Exchange to raise money. His aim? To hire mercenaries for a deadly quest across the stars. Meanwhile, on Earth, an ordinary British family is plagued by a series of psychic events. The one thing connecting these events is a magnificent patchwork coat – which just so happens to belong to the Doctor!

The Exaltation [A117, V187, L94]

Hints of a temporal anomaly bring your heroes to Arunopal on the day King Otho steps down as ruler. But Otho has a dilemma – which of his five sons should succeed to the throne? He has a deadly game in mind to solve the problem – and the target is your Time Lord...

The Rotting Deep [A85, L91]

A mysterious S.O.S. summons your TARDIS crew to an oil rig in the North Sea where a dwindling group of survivors awaiting rescue from a lethal menace. Can your heroes escape the rig? And just what is killing off the rig's beleaguered crew?

The Tides of the Moon [A105, A109, L141]

From Earth, your TARDIS heads for the nearest available “water world” – the Moon, two billion years in the past! Its advanced humanoid inhabitants, the Gilleans, are terrorised each night by their monstrous enemies, the Sheega. Even more worrying is that in a matter of hours, this ocean world will be laid waste by the gravitational interference of the blue-green planet next door...

Maelstrom [A102, L169]

Your time travellers visit the archipelago world of Veludia, only to discover a planet beset by electromagnetic storms where three survivors traverse the seas in a ramshackle township. These survivors are “corps” – bodies used as hosts for minds stored in the vessel's “mind-drive” – and the PCs are seen as welcome replacements. But there's something lurking in the waters below, something of rage and power that wishes to destroy them all: the Maelstrom!

The Dream Nexus [V166, L172, G25]

In the distant future, Earth's empire is held together by the Network, an AI interface that connects all its citizens. But the Network has collapsed, trapping millions in a dream with no

way out. Could there be an answer in the fungus forests of Zoda-Kappa?

The Mindless Ones [A102, V183, L132]

Your heroes visit Sheffield at the behest of an old friend, but she's undergone a disturbing transformation. The mysterious Mindless Facility claims to be able to change you for the better – but who decides what that is? Joining forces with an anthropologist, can the Player Characters save Britain from an insidious alien threat?

Reverse Engineering [V183, V193, L103]

Tipped off about a secretive Swedish clinic, your TARDIS crew goes undercover to investigate. Charismatic geneticist Killian Holm offers to restore youth to his wealthy patients, but the truth of his work is far more radical – and far more dangerous! As an ancient horror reforms beneath the clinic, the PCs must race to save humanity from an unspeakable temporal disaster.

Chronomancer [A102, V151, V161, V183]

In 26th-Century Sheffield, your TARDISseers are caught in the crossfire between time-criminal, Khavûl, and dashing “chronomancer”, Tannus Vallon. With a dimensionally transcendental artefact – their own crashed TARDIS – lost somewhere in the city, they must find it before Khavûl can... but with resentments and prejudices finally unmasked, is an even bigger threat about to engulf the world?

Broadway Belongs to Me! [V140, G26]

In 1930s New York, on Broadway, where history is taking a dark turn all of its own, your Player Characters discover a genuine aberration of the timestreams: *Behold America!* – a hot shoe show set in a future Fascist United States. Starring one of your Companions! Opening tonight...

Purification [A103, V183]

A port in New Zealand, 1910. A ship is being prepared for a journey to Antarctica and your PCs realise that this is Captain Scott's Terra Nova expedition. But this is merely the beginning of an intricate scheme to rewrite the future of humanity.

Time-Burst [A102, V183, L139]

Tracking the anomaly that has erased a friend from history, your time travellers find an instability in Sheffield, 1864. Who is Mrs Virtue, the mysterious owner of the new steelworks? And can they untwist history before a natural disaster washes them all away...?

The Wrong Side of History [A102, V151, V161, V183, L143]

Your PCs find themselves inside a plastic bubble-city in a distant future of humanity where robotic “Purifiers” police the sickly populace. Purity rules this antiseptic nightmare from her high tower, and with your Time Lord as her unwilling new helper, she can finally make everything... perfect.

NEW TRAIT INDEX

To make creating your own characters, monsters and gadgets easier, we present a list of the new Traits featured in this sourcebook.

NEW CHARACTER TRAITS

Accelerated and Reversed Ageing
Adaptive Temperature
Cyber Leader Programming
Darkness Repository
Death Roll
Dimensional Control
Duo-Mind
Electromagnetic Emissions
Fire Demon
Glowing Body
Grand Master of Fire
Half Were Lord
Hodioc
Hodioc Contact
Ink Jet
Koturian Regeneration
Light Absorption
Paradox Person
Poison
Psychic Aid
Raise from the Dead
Reincarnation
Sheega Transformation
Sister of Plenitude
Size Control
Subconscious Precognition
Thrusk Gestalt
Tungsten Body
Twin Aspects
Weak Willed
Were Lord

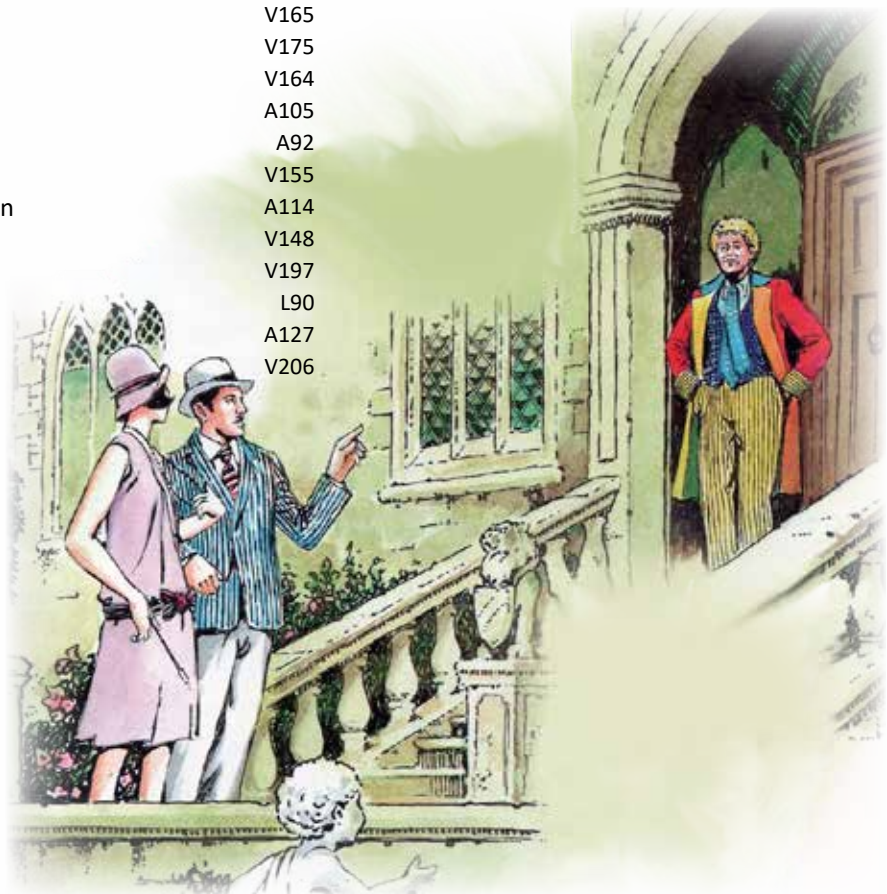
NEW GADGET TRAITS

L116	Contracting Forcefield	V180
L145	Corrects Regenerative Dissonance	G24
A129	Dimensional Storage	A88
V191	Gravity Control Mechanism	V203
V157	Incubator Shell Robots	L116
V149	Post-Mortem Holo-Inquest	V207
L135	Rejuvenation	A123
V199	Time Wakes	V195

NEW RULES

	Chips	L154
A124	Knox Enzyme	L165
V164	St Cuthbert's Stone	L120
A118	Sting of the Toraxians	V196
L92	Sun God Implants	L161
L119	Time Lord Scoring System and Forced	
V200	Regeneration	A89
A123		

L92
V165
V175
V164
A105
A92
V155
A114
V148
V197
L90
A127
V206



THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

This book would not exist without the fine work of a lot of people. Foremost among these are the various production teams and actors who worked on Doctor Who, the writers, artists and technicians who crafted the stories that make up the Expanded Whoniverse, and the game designers behind Cubicle 7's superlative Doctor Who: Adventures in Time and Space role-playing game. The contributors to this book owe them a great debt of gratitude for more than 60 years of storytelling.

WORDS

Michel M. Albert: General editing, Introduction, Timeline, Chapter 7: Adventure Seeds, Appendix, additional material.

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ART (images used under terms of fair use)

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David Clare: Veludia (Maelstrom).



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THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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 Tom Webster: Joe Carnaby, Ellie Higson, Mr Rees, Vextyr, The Vultriss, Were Lords, Z22 Android, The 59th Century (Mole).

THE ORIGINAL STORIES BY...

AUDIOS

The Wings of a Butterfly by Colin Baker
 The Doctor's Coat by John Bromley
 Murmurs of Earth by Michael Deacon, Jamie Middleton and Chris Wraight
 To Cut a Blade of Grass by Cindy Garland
 Jago in Love by Nigel Fairs
 Beautiful Things by John Dorney
 The Lonely Clock by Matthew Sweet
 The Hourglass Killers by Justin Richards
 Second Sight by Nick Wallace and Justin Richards
 Intuition by Rob Nisbet
 The Shadows of Serenity by Nigel Robinson
 Prime Winner by Nigel Fairs
 Masterpiece by Justin Richards
 The Eye of the Storm by Matt Fitton
 World Enough and Time by James Goss
 The Authentic Experience by Dan Starkey
 Mel-Evolent by Simon A. Forward
 The Darkened Earth by John Pritchard
 Fortunes of War by Justin Richards
 The Hunting Ground by John Ainsworth
 Under ODIN's Eye by Alice Cavender
 Piece of Mind by James Goss
 Memories of a Tyrant by Roland Moore
 The Avenues of Possibility by Jonathan Morris
 Emissary of the Daleks by Andrew Smith
 Harry Houdini's War by Steve Lyons
 The Flight of the Sun God by Nev Fountain

Blood on Santa's Claw by Nev Fountain (as Alan Terigo)
 The Baby Awakes by Nev Fountain (as Susan Dennon)
 I Wish It Could be Christmas Every Day by Nev Fountain (as Andrew Lias)
 Brightly Shone the Moon That Night by Nev Fountain
 Girl in a Bubble by Jacqueline Rayner
 The Corruptions by Mark Wright
 Cry of the Vultriss by Darren Jones
 Like by Jacqueline Rayner
 The Vanity Trap by Stuart Manning
 Conflict Theory by Nev Fountain
 These Stolen Hours by Grace Knight
 Scorched Earth by Chris Chapman
 Plight of the Pimpernel by Chris Chapman
 Colony of Fear by Roland Moore
 The End of the Beginning by Robert Valentine
 One for All by Lizzie Hopley
 The Murder of Oliver Akkron by Nigel Fairs
 Elevation by Chris Chapman
 The Death of Peladon by Mark Wright
 Mind of the Hodiad by Russell T Davies and Scott Handcock
 The Dream Nexus by Adam Christopher
 The Rotting Deep by Jacqueline Rayner
 The Tides of the Moon by Joshua Pruett
 Maelstrom by Jonathan Morris
 Wink by Lisa McMullin
 The Mindless Ones by Paul Magrs
 Reverse Engineering by Jonathan Morris
 Chronomancer by Robert Valentine
 Together in Eclectic Dreams by Roy Gill
 Broadway Belongs to Me! by Matthew Sweet
 Purification by Chris Chapman
 Time-Burst by Ian Potter
 The Doctor and his Amazing Technicolour Nightmare Coat by Gary Russell
 The Wrong Side of History by Robert Valentine
 Escape from Holy Island by Chris Chapman
 Born to Die by Tiegán Byrne
 The Queen of Clocks by Jacqueline Rayner
 The Exaltation by Jacqueline Rayner
 The Firstborn by Chris Chapman
 Sibling Rivalry by Robert Valentine
 Children of the Revolution by Robert Valentine
 The Thousand Year Thaw by Robert Valentine
 River of Death by John Peel
 The Ultimate Poe by Andrew Collins

NOVELLAS

Something Borrowed by Richelle Mead

SHORT STORIES

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 Day of the Dragon, published in Doctor Who Annual 1985
 The Deadly Weed, published in Doctor Who Annual 1985
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 The Mystery of the Rings, published in Doctor Who Annual 1985

THE SIXTH DOCTOR EXPANDED UNIVERSE SOURCEBOOK

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 Beauty and the Beast, published in Doctor Who Annual 1986
 Davarrk's Experiment, published in Doctor Who Annual 1986
 Interface, published in Doctor Who Annual 1986
 Retribution, published in Doctor Who Annual 1986
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 The Deal by Colin Baker, published in the Doctor Who Yearbook 1992
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Kane's Story by Alan McKenzie and John Ridgway, published in Doctor Who Magazine #104
 Abel's Story by Alan McKenzie and John Ridgway, published in Doctor Who Magazine #105
 Profits of Doom! by Mike Collins, John Ridgway and Tim Perkins, published in Doctor Who Magazine #120-122
 The Gift by Jamie Delano, John Ridgway and Tim Perkins, published in Doctor Who Magazine #123-126
 Virtually Indestructible by Richard Dinnick, Mariano Laclaustra and Fer Centurion, published in The Many Lives of Doctor Who

GAMEBOOKS

Search for the Doctor by David Martin
 Crisis in Space by Michael Holt
 The Garden of Evil by Dave Martin
 Invasion of the Ormazoids by Philip Martin
 Mission to Venus by William Emms
 Race Against Time by Pip and Jane Baker
 Doctor Who and The Rebel's Gamble by William H. Keith, Jr.

VIDEO GAMES

Doctor Who and the Mines of Terror by Gary Partis, published by Micro Power
 Doctor Who and the Warlord by Graham Williams, published by BBC Software

REFERENCE WORKS

The following reference works were, at times, invaluable to the makers of this sourcebook.

IN PRINT

Ahistory, An Unauthorised History of the Doctor Who Universe

by Lance Parkin (Mad Norwegian Press)
 Ahistory [2012-13 Update]
 by Lance Parkin (Mad Norwegian Press, Kindle edition only)
 The Annual Years
 by Paul Magrs (Obverse Books)
 Big Finish Companion Volume 1 by Richard Dinnick (Big Finish)
 Big Finish Companion Volume 2 by Kenny Smith (Big Finish)

ON THE WEB

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