

**GAZETEER ISSUE**

# DDW DW RPG

**DIARY OF THE DOCTOR WHO**

**ROLE-PLAYING GAMES**

**The fanzine devoted to Doctor Who Gaming**

**ISSUE # 12**



**"TRAITOR ON TLIRR" ADVENTURE MODULE  
"THE LOST PLANET" ADVENTURE MODULE - "DARKNESS FALLS" ADVENTURE MODULE  
PLANET TLIRR CAMPAIGN SETTING - A LOOK AT TOTAL PARTY KILLS  
THE DOCTOR WHO EXPERIENCE**

**and MORE...**

## EDITOR'S NOTES

Hi there,

Welcome to our latest issue which is a bit of a "Gazeteer". What's a "Gazeteer" you might ask? It's a guide of locations, much like a Fodor's or Rick Steves' travel guide. In RPG terms, it's an assembly of locations suitable for use in modules that a Game Master can utilize in their *Doctor Who* RPG campaign. Special thanks to misterharry on the DWAITs Proboard forum for suggesting that we do a gazetteer issue.

We have a brilliantly detailed article by Neil Riebe that puts many of the FASA *Doctor Who* RPG supplement info into a single setting (and we've also gone out of our way to make sure that those stats and info are useable in the FASA *Doctor Who* RPG, *Time Lord* and *DWAITs*!) On top of that there are a few other planets or locations that you can quickly reference if you need a unique location in your game as well.

As always, there are other articles for you as well, including GM tips and our popular module features. An article on Total Party Kills gives GMs a quick look at the turn of events in case everyone in the group loses their characters in a single game. We also welcome aboard new contributor Brandy Sumner who gives us a photographic report on the *Doctor Who Experience* in London.

We here at DDWRPG are also excited to see *Doctor Who* return to our screens as we see the second half of Matt Smith's sophomore season broadcast. With the show on the air, and the arrival of the second edition of the *Doctor Who-Adventures in Time and Space* RPG coming quite soon, *Doctor Who* role-playing games continue to gain a wider audience. Our staff is excited to help that hobby grow, and we hope that there is something for everyone in each of our issues.

Next issue we're going to do a special devoted to miniatures, so we'll see you again soon!

Do you have something you want to make a part of our fanzine? E-mail it to [seidler@msoe.edu](mailto:seidler@msoe.edu)

Cheers,

-Nick Seidler



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**Zechariah Alexander Miller**  
**24 September 1999 - 27 August 2011**

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*This issue of the fanzine is dedicated to Zechariah Alexander Miller who passed away at the age of 11. Zechariah was the son of one of the DDWRPG campaign players and the nephew of another who is also a part of our writing staff. He will be fondly remembered and always missed.*



## RETRO REVIEW: GURPS HUMANX

■■■■ of ■■■■

GURPS 3rd EDITION RPG SUPPLEMENT (1987)

Released by Steve Jackson Games

ORIGINAL PRICE approx. \$10

ISBN 1-55634-086-9

*Doctor Who* RPG games are so strong because a GM can borrow material from any worthwhile setting and use the best parts to apply to their own campaign. The supplement *Humanx* was written for the 3rd Edition Steve Jackson Generic Universal Role-Playing System (GURPS) and presents for Game Masters a full setting that can be used in sci-fi games based on Alan Dean Foster's *Humanx* arc of novels.

Those unfamiliar with the *Humanx* setting should know that in the 24th Century mankind met alien intelligence, the insect species called the *Thranx*. Despite their physical differences the two races found that they had much in

common, and within a hundred years the two races united as the *Humanx Commonwealth*. Five hundred years after the formation of the commonwealth (the 30th Century) humans and the *Thranx* stand shoulder-to-thorax against the reptilian race called the *AAnn* and help defend the dozens of intelligent races and hundreds of inhabited worlds that make up the *Humanx Commonwealth*.

Alan Dean Foster's *Humanx* universe is rich with aliens, planets and settings that are interesting, engaging and both simple and complex. The GURPS *Humanx* supplement provides all the important details that a GM needs to port information from the Foster novels into another RPG such as *Doctor Who*. The supplement gives a large Gazetteer that details 28 of the worlds within the commonwealth, including covering alien species, interesting creatures, and even adventure seeds for the various planets. It gives rules for playing nine of the different major races, as well as basic rules for psionics that can be used in the GURPS system. A complete guide to the *Humanx* timeline and history is included, as well as a large selection of equipment that is used in the series such as the Cetacean translator and the Samstead duty suit to the neutronic pistol. Also, the main characters from the novels are given as a section of their GURPS stats in an appendix, which is excellent if the GM wants to cross-over an adventure into the novels beyond just the setting. The book also includes a full length adventure called "A Message for Malaika" which is a great adventure to introduce players to the *Humanx* setting and immerse them in the rich world that Alan Dean Foster has created.

This is one of the most utilitarian RPG supplements that we have seen. The overview of the whole *Humanx* setting is brilliant, and there is enough information in this product's 96 pages to give a Game Master hundreds of ideas and modules within a futuristic setting. Particularly useful for *Doctor Who* campaigns is the overview of the various races that are found in the setting. The insect *Thranx* are included as well as the raccoon-like *Tolians*, the bird-like *Ornithorpes*, the feline *Tran*, and the evil reptilian *AAnn* that only consider other races in the galaxy food sources. Naming conventions, social status, and racial strengths and weaknesses are included for all the races, which allows the GM to use these races not just in an adventure set in the *Humanx Commonwealth*, but into any other adventure that they wish. Seeing races from this, or other settings make their way into other parts of the game expands the campaigns continuity and creates a more cohesive structure between the various elements of the universe. Likewise, the supplement's expanded gazetteer of different planets allows GMs to use the setting and trappings of *Humanx* when *Doctor Who* villains arrive on their world. Do the dangerous *AAnn* become the good guys when the *Cybermen* arrive on their home world? Can more positive and peaceful bonds be formed between enemies when a greater threat must be faced? Those are the sorts of stories that can be explored when introducing a new vibrant setting and fusing it with one's existing campaign.

The GURPS *Humanx* supplement may be an older product (made and published around 1987/1988) but it is well worth tracking down to us as a supplement to enhance any *Doctor Who* RPG campaign. A vibrant new setting awaits your campaign...

**4 out of 5 TARDISes.**



## LOCATIONS GAZETTEER: KALAMAR III



THE SURFACE OF KALAMAR III



A KALAMARIAN

Kalamar III is the third planet in the star system that surrounds the star Kalamar. The planet is lush and covered with large forests on 70 percent of the surface. The other 30 percent of the planet is covered in lakes that are found strewn inside the forests. The lakes and the humid air accounts for the water required to support such a vegetative environment. There are numerous smaller animals and insects, but evolution has not taken a competitive turn on Kalamar III, so large predatory animals do not exist on the planet. Kalamar III is a planet that exists as if dinosaurs or man had never roamed the planet.

The native Kalamarians are large intelligent insects that are vegetarians (they look very similar to praying mantis insects). They have not developed space travel but are an advanced culture with a heritage of great literature and science (especially biological sciences and medicines). Kalamarians exist in tribal groups and families, that actively share their knowledge with the other families and groups on the planet. The family elders meet once a year before the annual mating season to arrange for families from certain sectors to intermingle with the others to maximize the genetic potential of the species. Arranged couplings are selected, and after the mating season, the females return to their family ready to hatch the next set of Kalamarian youth. Kalamarian society is generally peaceful and inquisitive and interested in learning about new things.

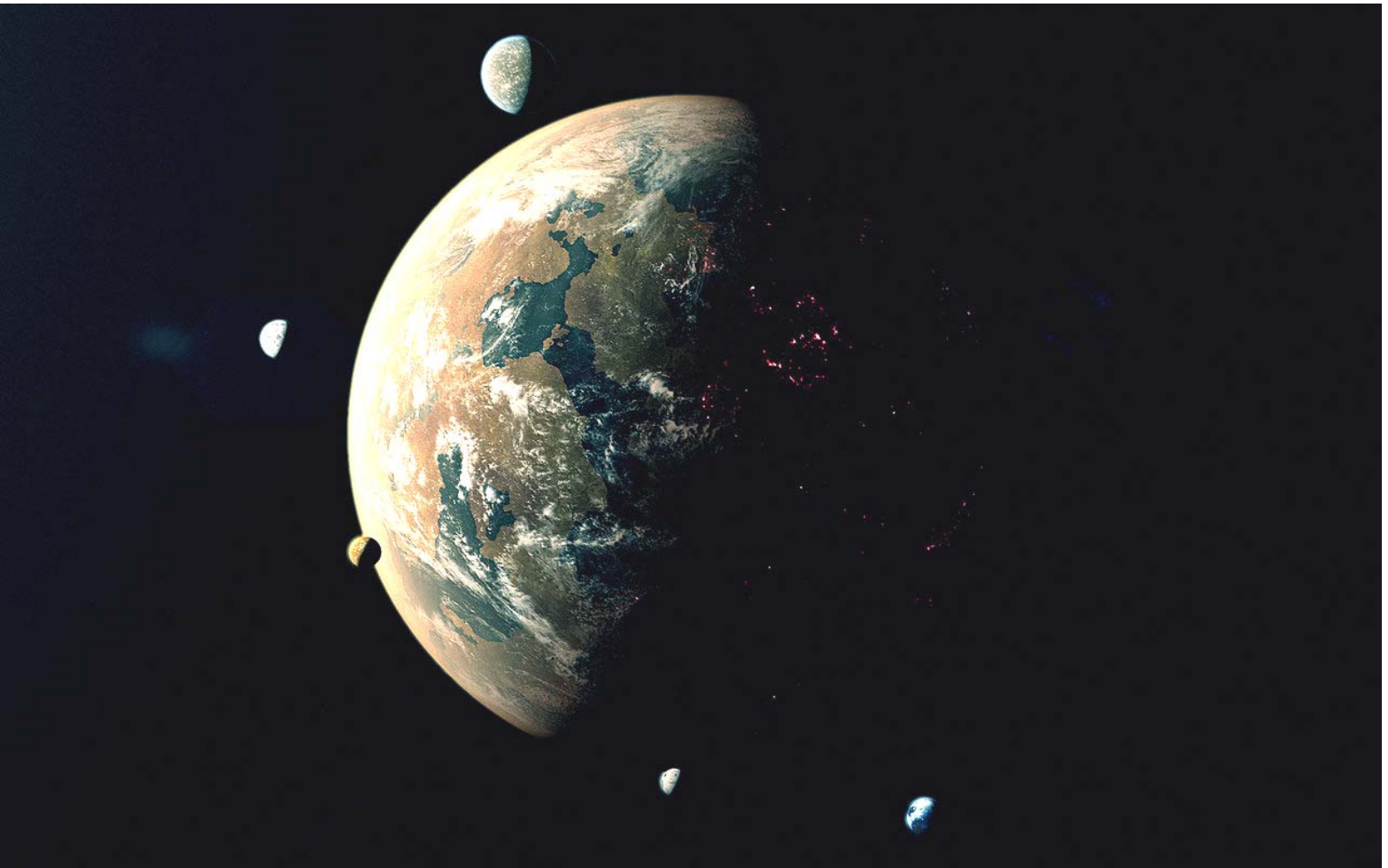
Kalamarians, however, have never met outsiders or off-worlders. A visit to Kalamar III by another race will be a rather significant event for the Kalamarians. They will react with curiosity and interest, but the race will also have to deal with the unbalance to their society and fear or xenophobia that may rear its ugly head.



### KALAMAR III ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew land on Kalamar III just as the council of family elders is meeting to arrange for the annual mating season arrangements. But the presence of the crew and first contact creates an upheaval among the elders as their arrangements are interrupted and the elders debate on how to deal with the outsiders. The crew need to ensure that first contact with the Kalamarians is a positive experience, and also that the mating continues on task. Subplots can be added, a Kalamarian may fall in love with one of the crew, or a faction of the Kalamarians demands that the crew are killed to protect their planet and society.
- One family of Kalamarians moves away from their traditional customs and decides to eat meat. The group has started eating the smaller animals on the planet. Now visitors have landed on the planet and made contact with Kalamarians. However, the faction wants to consume the mammalian space travelers, and the faction also has captured their easy to pilot spacecraft. The TARDIS crew then arrive and need to save the day...



## LOCATIONS GAZETTEER: THE PLANET TLIRR

by Neil Riebe

We always felt it was a waste to buy role-playing game books and then use only a sliver of its contents. Those books are not cheap. So what we did was grab a bunch of aliens and gear FASA published in their various books and threw them together on one of their planets. That way one cannot help but use the material.

The planet Tlirr was first introduced in the FASA *Doctor Who* RPG supplement "The Daleks" published in 1985 (on page 13). Its history was expanded in (on page 11 of) the "The Dalek Problem: A Symposium" booklet that was included with the same supplement. As such, this Locations Gazetteer write up is like a mini-sourcebook of what is happening on the planet Tlirr in 1985CE.

The planet Tlirr is the third planet in the Liliti star system and home of the race known as the Twiil. Also in the sytem is the sixth planet Lirrip. Earlier, the Daleks discovered valuable metal deposits on Tlirr and conquered the planet. According to the FASA sourcebook, this dangerous situation was discovered by Gallifreyan Celestial Intervention Agency (CIA) operatives. The Time Lady Loribetcazistanopilian acted as an advisor to Twiil colonial forces who launched a counter attack from another colony in the same system. As a result, the Tliir were liberated after six years of Dalek rule and a disastrous two-year war. But that was 4,000 years ago, and now the Daleks have returned...

The Daleks took over and used Tlirr's criminal element to form a front government. Tlirr is a lot like Tatoonie in *Star Wars*. It is loosely controlled by the evil Empire (the Dalek Empire in this case) but the real power are the gangsters (not the Hutts, in this case gangster Tlirrs). Just like on Tatoonie, players can go to Tlirr, buy gear and hang out in bars to pick up information, and if they encounter Dalek patrols perhaps they can just tell them "These are not the droids you're looking for."

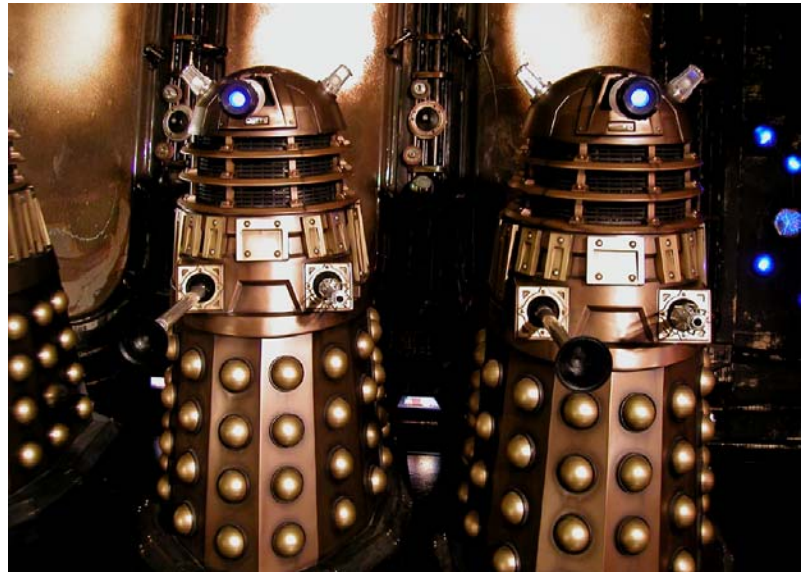
The Daleks are deliberately maintaining a "hands off" policy because all they want are the mineral resources. If the Time Lady Loribet were to try to liberate Tlirr again, she will have to fight the Tlirr mafia and risk starting a civil war. The Daleks can sit on the side lines and continue to collect their bounty. Game Masters can use

Tlirr for story hooks. A GM can have the players meet an important contact or pick up special gear that's important to the game. You will also have a good excuse to make more use out of the characters created by the FASA game, thereby getting the full potential out of your role-playing investment. If one wants to pump up the excitement, one can roll in the Daleks and if one does not want to use the Daleks they can be ignored. Versatility, variety, and excitement are the things incorporated into this setting...

## THE PLANET TLIRR (1985CE)

The players arrive on this planet in the Liliti Star System to trade for needed supplies. The system is within the Dalek Empire. However, there is nothing to fear—sort of. The native population (the Twiil) with the aid of the Time Lady Loribet had driven the Daleks out of this star system 4,000 years ago. To maintain their dominion this time around, the Daleks have permitted the criminal element free reign in maintaining commerce and communication with off-worlders. There are two reasons for this:

- 1) Maintain instability among the Twiil people.
- 2) Criminals are a source of off-world information. So long as the smugglers, slavers, and gunrunners provide exploitable intelligence about the Dalek's enemies, the Daleks permit them limited autonomy provided they obey Dalek law.



What is the law? The law is frequently amended. Often the Daleks neglect to publicly disclose those changes. One with a sharp eye and ear, however, can pick up what the rules are.

## LEARNING THE LAWS OF TLIRR

For a character to pick up on the current laws of Tlirr, have players make the following rolls:

If using the FASA *Doctor Who* RPG:

- Make a *Social Sciences - Law* skill roll at difficulty level III, or...
- Make a *Streetwise* skill roll at Difficulty Level V, or failing those rolls...
- the players may plug patrons at the clubs and canteens for what the rules are by making a *Carousing* skill roll at difficulty level IV.

If using the *Time Lord* RPG:

- Make a *Law* skill roll at difficulty level 2, or...
- Make a *Knowledge* roll at difficulty level 4, or failing those rolls...
- the players may plug patrons at the clubs and canteens for what the rules are by making a *Con* skill roll at difficulty level IV.

If using the *Doctor Who-Adventures in Time and Space* RPG:

- Make a *Inguity+Knowledge* skill roll at difficulty level 12, or...
- the players may plug patrons at the clubs and canteens for what the rules are by making an *Awareness+Convince (+Charming or Attractive)* skill roll at difficulty level 15.

## DALEK LAW

- 1) Energy weapons and explosives are prohibited. All other weapons are acceptable.
- 2) You will do whatever a Dalek tells you to do without hesitation or question.
- 3) You give a Dalek whatever it wants without hesitation or question.
- 4) Do not obstruct Dalek patrols by rounding a street corner and bumping into them. Check every corner before proceeding down the street. Do not PEEP! Peeping around corners will be regarded as suspicious behavior. Use shadows on the ground or reflective surfaces such as street mirrors and windows.
- 5) Have a nice day!

The penalty for breaking any law is extermination. However, Daleks rarely exercise the death penalty if the offender is quick with an apology or an excuse. They do not want to provoke an insurrection at this stage of their occupation.

## DALEK REACTIONS TO BROKEN LAWS

For a character to placate a Dalek after having broken the laws of Tlirr, have players make the following rolls:

If using the FASA *Doctor Who* RPG:

- Make a *Public Performance* roll at difficulty level IV (or *Charisma* at difficulty level V) to show sufficient obeisance. Succeed by a point or two and the Dalek only ships the perpetrator off to the mines. Succeed by 3 or more and the Dalek lets the player off with a stern warning, although illegal weapons will be confiscated regardless.
- Players whose characters are concealing their illegal weapons must declare they are doing so to avoid attracting Dalek attention: *Security Procedures-Concealment* roll at difficulty level II for pistol-sized weapons; roll at difficulty level IV for medium (submachine gun) sized weapons; roll difficulty level VI for anything bigger.

If using the *Time Lord* RPG:

- Make an Acting skill roll at difficulty level 3 to show sufficient obeisance. Succeed by one point and the Dalek only ships the perpetrator off to the mines. Succeed by 2 or more and the Dalek lets the player off with a stern warning, although illegal weapons will be confiscated regardless.
- Players whose characters are concealing their illegal weapons must declare they are doing so to avoid attracting Dalek attention: *Slight of Hand* roll at difficulty level 2 for pistol-sized weapons; roll at difficulty level 3 for medium (submachine gun) sized weapons; roll difficulty level 4 for anything bigger.

If using the *Doctor Who-Adventures in Time and Space* RPG:

- Make a *Presence+Convince* skill roll at difficulty level 15, to show sufficient obeisance. Succeed by a point or two and the Dalek only ships the perpetrator off to the mines. Succeed by 3 or more and the Dalek lets the player off with a stern warning, although illegal weapons will be confiscated regardless.
- Players whose characters are concealing their illegal weapons must declare they are doing so to avoid attracting Dalek attention: *Inguinity+Convince(+Charming or Attractive)* skill roll at difficulty level 12 for pistol-sized weapons; roll at difficulty level 15 for medium (submachine gun) sized weapons; roll difficulty level 18 for anything bigger.

## WHAT TO BUY? WHAT TO BUY?

The Twiil currently use a bartering system. Goods as well as cash are exchanged. Money is obtained at a pawnshop. All prices can be haggled over. The shopkeepers are not easily impressed, so a player cannot add a skill or a trait to their haggling ability to get an edge.

## WEAPONS SHOP

The proprietor is a Vlarnua lizard man (from the FASA "The Cybermen" sourcebook, page 39).

## KNOWING VLARNUAN HISTORY

If the characters encounter the Vlnrnu weapons-smith and wish to understand the context of his background, have players make the following rolls:

If using the *FASA Doctor Who* RPG:

- If a Time Lord character with a *Mentality* of level VI or higher and the *Streetwise* skill, they will automatically know...
- If a non-Time Lord character has the *Social Science-History* and *Streetwise* skills they will automatically know...

If using the *Time Lord* RPG:

- If a Time Lord character with a Knowledge score of 4 or more, they will automatically know...
- If a non-Time Lord character have a *History* skill score of 4 or more, they will automatically know...

If using the *Doctor Who-Adventures in Time and Space* RPG:

- If a Time Lord character has an *Inguity+Knowledge* skill roll greater than 7, they will automatically know...
- If a non-Time Lord character has an *Inguity+Knowledge* skill roll greater than 9, they will automatically know...

...that the Vlnrnu are powerful reptile creatures with noteworthy military and administrative skills.

## WEAPONS IN STOCK

The following weapons are regularly in stock:

VEGAN SHORT SWORD      Quantity in Stock: 5      Value: 1

RPG SYSTEM	DAMAGE	SKILL NEEDED
<i>FASA Doctor Who</i> RPG	2d6	Swords (Short)
<i>Time Lord</i> RPG	4 wounds	Edged Weapons
<i>Doctor Who: AiTS</i> RPG	Strength +4	Strength + Fighting

VICTORIAN SINGLESTICK      Quantity in stock: 1      Value: 3

This is considered valuable coming from a planet that at the time had no interplanetary commerce. The source of the stick was a traveling Time Lord.

RPG SYSTEM	DAMAGE	SKILL NEEDED
<i>FASA Doctor Who</i> RPG	1d6	Swords (Short)
<i>Time Lord</i> RPG	2 wounds	Blunt Weapons
<i>Doctor Who: AiTS</i> RPG	Strength +2	Strength + Fighting

YDARAN TRELLWAND      Quantity in Stock: 1      Value: 10

This is an extremely valuable weapon. It does mega-damage and is not manufactured anywhere in the galaxy. A wandering Time Lord discovered an outer-galaxy civilization called Ydar. The weapon resembles a fencing foil. It discharges a lightning-like burst of energy that can reach an opponent five meters away. The weapon requires 30 seconds to recharge after each discharge [3 combat game turns].

RPG SYSTEM	DAMAGE	SKILL NEEDED
<i>FASA Doctor Who</i> RPG	A-Table (Energy) with +2 added to each die roll	Swords (Medium) (fencing or foil)
<i>Time Lord</i> RPG	6 wounds	Marksmanship
<i>Doctor Who: AiTS</i> RPG	4/L/L	Coordination + Marksman

## YDARAN VOLEN

Quantity in Stock: 2

Value: 7

Another extremely valuable weapon. The Volen is a pencil-sized wand that telescopes to a half meter in length. It creates vibrational harmonics along its length as it is swung. Although light, it can break bones.

RPG SYSTEM	DAMAGE	SKILL NEEDED
FASA <i>Doctor Who</i> RPG	A-Table (Contact) with +1 added to each die roll	Swords (Medium) (fencing or foil) or Clubs/Bludgeons
<i>Time Lord</i> RPG	4 wounds	Blunt Weapons
<i>Doctor Who: AiTS</i> RPG	Strength +4	Strength + Fighting

## VENUSIAN NEEDLE GUN

Quantity in stock: 8

Value: 5

Pistol-sized, the weapon fires a high-velocity steel dart. Handy if you want to take out a target at a distance without making any noise.

RPG SYSTEM	DAMAGE	SKILL NEEDED
FASA <i>Doctor Who</i> RPG	3d6	Pistols or Rifles (any type)
<i>Time Lord</i> RPG	5 wounds	Marksmanship
<i>Doctor Who: AiTS</i> RPG	2/4/6	Coordination + Marksman

Extra FASA *Doctor Who* RPG stats:

RANGE (in squares)					
DDF	Point Blank	Short	Medium	Long	Extra Long
-1	1	6	12	25	50

## THE PROPRIETOR'S SPECIAL -

## RAPID FIRE BLASTER

Quantity in stock: 1

Value: 9

The Rapid Fire Blaster allows a player to make multiple hits with one die roll. Roll the Blaster Rifle skill as normal. If the roll is a success, roll 1D4. The number rolled is the number of times a player rolls damage. Note: Damage is not cumulative. The armor rating of the target is subtracted from each damage roll result.

The proprietor warns that you must use short controlled bursts or you will deplete the weapon's energy pack. Make two dice rolls for each use—one to hit the target, and one to exercise a short controlled burst. Failure to use a controlled burst results in rolling 1D8 for the number of hits instead of 1D4. Of course, if one wants to really plaster the target he can skip the controlled burst die roll.

A couple of drawbacks: the weapon has only 40 charges before the ammo pack runs dry. A controlled burst drains 4 shots, and a full burst drains 8 shots. On the up side, the weapon is self-recharging, however it must be allowed to sit for 24 hours. The gun will not recharge until all 40 charges have been used.

The proprietor recommends the Rapid Fire Blaster as a weapon of last resort. It will get you out of a bind guaranteed. Due to Dalek laws, the weapon is offered in pieces.

RPG SYSTEM	DAMAGE	SKILL NEEDED
FASA <i>Doctor Who</i> RPG	A-Table (energy) - per hit	Rifles (any type)
<i>Time Lord</i> RPG	8 wounds - per hit	Marksmanship
<i>Doctor Who: AiTS</i> RPG	4/L/L - per hit	Coordination + Marksman

To assemble the weapon:

RPG SYSTEM	DIFFICULTY LEVEL	SKILL NEEDED
FASA <i>Doctor Who</i> RPG	III	Weapons Ordinance Construction/Repair and Electrical Engineering
<i>Time Lord</i> RPG	3	Electronics and Engineering or MacGuffin
<i>Doctor Who: AiTS</i> RPG	12	Ingenuity + Craft

NPC: **VATNER**, the Vlnau weapons shop proprietor

If using the *FASA Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
<b>Level</b>	VI	VI	IV	III	III	III
<b>Score</b>	21	21	10	6	6	6

<b>MAX OP</b>	42	<b>WOUND HEAL</b>		<b>INACT SAVE</b>	12
<b>END</b>		6		<b>LEVEL III</b>	
<b>CURR OP</b>	42	<b>FATIGUE HEAL</b>		<b>UNC THRESH</b>	6
<b>END</b>		6		<b>LEVEL II</b>	

**Combat Statistics:** AP: 7

Armed Combat - Blaster - V

Unarmed Combat - Martial Arts - V

### Skills - Level

Military Science - Ordinance / Repair - IV

Public Performance - III

Streetwise - V

Verbal Interaction - Haggling - IV



If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
<b>LEVEL</b>	5	5	3	4	3	3	3	3

### Skills - Level

Acting - 2

Bargaining - 2

Electronics - 2

Engineering - 2

Fisticuffs - 3

MacGuffin - 2

Marksmanship - 3

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
<b>LEVEL</b>	2	2	3	3	4	4

### Skills - Level

Athletics - 0 Knowledge - 1 Subterfuge - 1

Convince - 3 Marksman - 1 Survival - 0

Craft - 2 Medicine - 0 Technology - 1

Fighting - 1 Science - 1 Transport - 0

### Traits

Alien

Alien Appearance [minor]

## ARMORER'S SHOP

The armor-smith is a Faraen soldier (retired) (see FASA's "The Cybermen" sourcebook, page 36).

## KNOWING FARAEN HISTORY

If the characters encounter the Faraen armor-smith and wish to understand the context of his background, have

players make the following rolls:

If the characters encounter the Farean armor-smith and wish to understand the context of his background, have players make the following rolls:

If using the FASA *Doctor Who* RPG:

- If a Time Lord character with a *Mentality* of level VI or higher and the *Streetwise* skill, they will automatically know...
- If a non-Time Lord character has the *Social Science-History* and *Streetwise* skills they will automatically know...

If using the *Time Lord* RPG:

- If a Time Lord character with a Knowledge score of 4 or more, they will automatically know...
- If a non-Time Lord character have a *History* skill score of 4 or more, they will automatically know...

If using the *Doctor Who-Adventures in Time and Space* RPG:

- If a Time Lord character has an *Inguinity+Knowledge* skill roll greater than 7, they will automatically know...
- If a non-Time Lord character has an *Inguinity+Knowledge* skill roll greater than 9, they will automatically know...

...that the Fareans are the warlike people who tried to conquer Mondas, the Cybermen's home world. Of course, this occurred when the people of Mondas were still human. In fact, it was the war with the Fareans that acted as a catalyst to the Cybermen being created. This war occurred in the year 69,581BCE. Badly humbled, Fareans have publicly renounced war and live in isolation.

In truth, the Fareans had never lost their martial spirit, and many roam about as soldiers of fortune—except for the proprietor. He can forge custom armor within an hour from a number of materials at the customer's choice. Leather, Light Plate, and Dalekanium armor can be made to be close-fitting enough to wear clothing over the top. The player will look more buffed to other characters, and nothing more. This option costs an extra 3 credits for leather and 5 for all other types.

Prices are for each piece—ergo: helmets, breastplates, a set of gauntlets, etc are separate pieces.

TYPE OF ARMOR	PRICE (credits)	FASA <i>Doctor Who</i> RPG ARMOR RATING	FASA <i>Doctor Who</i> RPG AP PENALTY	<i>Time Lord</i> RPG ARMOR RATING	<i>Doctor Who:</i> <i>AiTS</i> RPG ARMOR RATING
Light Leather	1	1D6	-1	2	1
Heavy Leather	2	2D6	-2	3	2
Light Metal Plate	3	2D6+3	-3	4	4
Medium Metal Plate	4	3D6	-4	5	6
Heavy Metal Plate	5	4D6	-6	6	8
Dalekanium	50	40 points	-2	8	10

The Farean offers laser-reflective and sonic-reflective coating for metal plate armor. Only one coating can be added to the armor, and the coating doubles the price.

If using the FASA *Doctor Who* RPG:

- Add a +5 to the armor rating against energy beam attacks for the laser-reflective coating, or +5 against sonic disruptors.

If using the *Time Lord* RPG:

-- The Armor rating is increased by 2.

If using the *Doctor Who-Adventures in Time and Space* RPG:

-- The Armor rating is increased by 2.

Extra FASA Doctor Who RPG stats:

AP PENALTY: the listed penalty applies if you wear a full suit of armor. If a half suit combination, i.e. full torso, breastplate and helmet, etc, is used, cut the penalty in half and round up. If a single piece is worn, cut the penalty in half and round down.

### NPC: LASA VEEN, the Farean armor-smith

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	V	V	IV	III	III	IV
Score	15	15	10	6	6	10

MAX OP END	30	WOUND HEAL 5	INACT SAVE 12 LEVEL III
CURR OP END	30	FATIGUE HEAL 5	UNC THRESH 6 LEVEL II

#### Combat Statistics: AP: 7

Armed Combat - Blaster - IV  
Unarmed Combat - Martial Arts - IV

#### Skills - Level

Engineering - Metallurgy - VI  
Military Science - Ordinance / Repair - V  
Public Performance - III  
Streetwise - V  
Verbal Interaction - Haggling - V



If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	4	4	3	4	3	3	3	4

#### Skills - Level

Acting - 2  
Bargaining - 3  
Electronics - 2  
Engineering - 4  
Fisticuffs - 2  
MacGuffin - 2  
Marksmanship - 2

If using the *Doctor Who-Adventures in Time and Space* RPG:

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

Skills - Level

Athletics	- 0	Knowledge	- 1	Subterfuge	- 1
Convince	- 3	Marksman	- 1	Survival	- 0
Craft	- 3	Medicine	- 0	Technology	- 1
Fighting	- 1	Science	- 4	Transport	- 0

Traits

Alien  
Alien Appearance [minor]

MEDICAL SUPPLIES SHOP

The proprietor is a Twiil, the kangaroo rat-like natives of this planet. Priil-poppir, whose name sounds close to “pill popper” in English, converted his medical practice into a pharmacy, making a fine living selling medicinal supplies to natives and off-worlders alike. He’s tougher to intimidate than most Twiil citizens because he knows on this rough and tumble planet you do not bully the one person who can save your life. He accepts cash only. Tough verbal interaction rolls will be required to get him to accept anything but what he asks.

The Twiil were better prepared for the Dalek’s second invasion of their home world in that the subjugated survivors scurried into more “disaster-proof” occupations. “Disaster-proof” has the equivalent meaning as “recession-proof” on planet Earth. Arts and sciences suffered but the numbers of farmers and physicians swelled and few went hungry or without medical care.

The following medical supplies are regularly in stock:

RESTORATIVE SALVES                      Quantity in Stock: 3 (each)                      Value: 3

Apply to injury and wait 15 minutes for the salve to take effect. Each salve container is good for 5 uses and costs 3 credits. The Twiil has three different types. Roll dice to restore lost hit points.

For the FASA Doctor Who RPG a character needs either *First Aid* or *General Medicine* at Level I to use; for the *Time Lord* RPG a character needs Medicine at level 1 to use; for the *Doctor Who: AiTS* RPG a character needs medicine Level 1 to use.

RESTORATIVE SALVE TYPE	HOW TO USE	FASA Doctor Who RPG EFFECT	Time Lord RPG EFFECT	Doctor Who: AiTS RPG EFFECT
Laser injuries	Apply to energy weapon burns	2D6+6 Max Op End Restored	4 Wounds Restored	4 Attribute Points Restored
Puncture wounds	Apply to bullet and\or melee wounds	2D6 Max Op End Restored	3 Wounds Restored	3 Attribute Points Restored
Severed limb	Apply to stump and then press severed limb into place	1D6 Max Op End Restored	2 Wounds Restored	2 Attribute Points Restored

NANO-GENES                      Quantity in Stock: 1                      Value: 50

Nano Genes—these are still in the experimental stage. They will not be perfected until the 51<sup>st</sup> century. They come contained in a thumb-sized metal cylinder with a pop-open top. At any rate, just like in the *Doctor Who* TV series, these microscopic robots will cure what ails you, restoring all of your hit points within five minutes. The down side is that they are good for only three uses before their power reserves are spent and they blow away like dust, never to be recovered. Nano Genes are expensive at 50 credits. However they are great for saving the lives of mortally wounded characters.

For the FASA Doctor Who RPG a character needs either *First Aid* or *General Medicine* at Level III to use; for the *Time Lord* RPG a character needs *Medicine* at level 2 to use; for the *Doctor Who: AiTS* RPG a character needs *Medicine* Level 2 to use.

TYPE	FASA Doctor Who RPG EFFECT	Time Lord RPG EFFECT	Doctor Who: AiTS RPG EFFECT
Nano-Genes	All lost Max Op End Restored	All Wounds Restored	All Attribute Points Restored

NPC: **PRIL-POPPIR**, the Twiil medical supplies proprietor

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	V	III	IV	IV
Score	10	10	15	6	10	10

MAX OP END	20	WOUND HEAL 4	INACT SAVE 12 LEVEL III
CURR OP END	20	FATIGUE HEAL 4	UNC THRESH 6 LEVEL II



**Combat Statistics:** AP: 10

Armed Combat - Blaster - III

Unarmed Combat - Martial Arts - III

#### Skills - Level

Medical Science - General Medicine	- III	Physical Sciences - Chemistry	- IV
Medical Science - Pathology	- III	Public Performance	- III
Medical Science - Pharmacology	- V	Streetwise	- V
		Verbal Interaction - Hagglng	- IV

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	4	4	5	2	5	3	3	3

#### Skills - Level

Bargaining	- 2	Medicine	- 3
Fisticuffs	- 1	Poisons	- 3
Marksmanship	- 2		

If using the *Doctor Who-Adventures in Time and Space* RPG:

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

#### Skills - Level

Athletics	- 0	Knowledge	- 1	Subterfuge	- 1
Convince	- 2	Marksman	- 1	Survival	- 0
Craft	- 0	Medicine	- 3	Technology	- 1
Fighting	- 1	Science	- 3	Transport	- 0

## Traits

Alien

Alien Appearance [minor]

### **BOOK STORE (called the "Knowledge Shop")**

The Daleks used Tliir as a staging base for intelligence-gathering missions across time and space. They monitored the progress of the galactic Cyberwar in particular and dispatched scouts to all the major battles including one of the most climatic clashes on the planet Victrix in the year 2420CE.

An archivist by the name of Hamil Manix escaped his home world of Victrix to Tliir via the Dalek's time corridor. He believed he had a better chance of survival with the Daleks than the Cybermen. At least the Daleks did not want to turn him into one of them. Now on a bombed out world governed by gangsters, Hamil saw a need to offer knowledge to the Twiil people.

Hamil Manix is an ordinary homo sapiens. He offers compact, computerized study guides that function as an "Idiot's Guide" to whichever skill a player wishes to add to his roster. A study guide must be pored over for a month without interruption.

The advantage of using these guides is:

If using the FASA *Doctor Who* RPG:

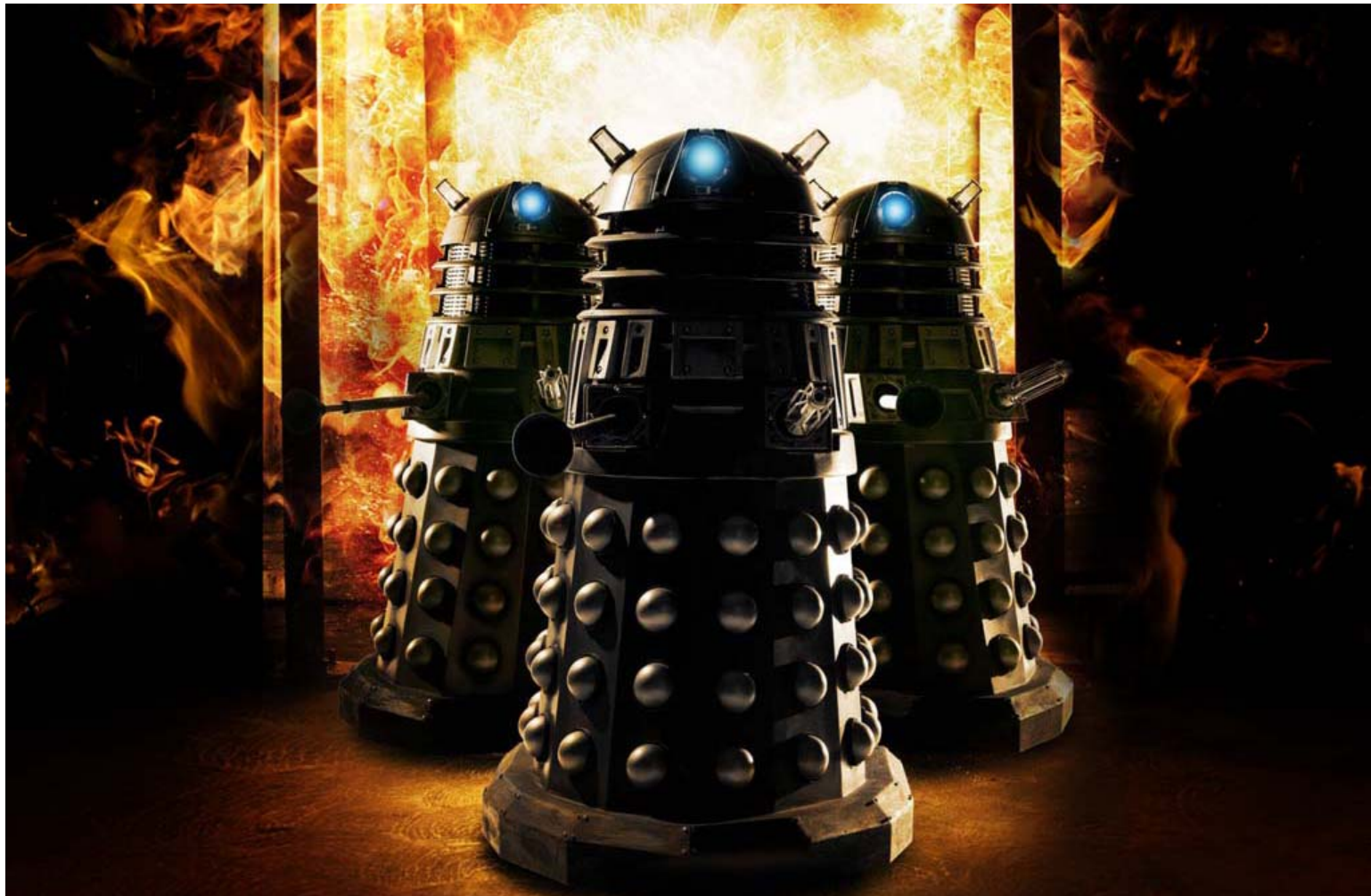
-- instead of making a Mentality (MNT) difficulty roll at Level VI to gain a new skill, the difficulty Level is IV.

If using the *Time Lord* RPG:

-- it allows a character to gain 1 level in a skill or add a new skill.

If using the *Doctor Who-Adventures in Time and Space* RPG:

-- It allows a character to gain 1 level in a skill or add a new skill.



STUDY GUIDE TOPIC	FASA Doctor Who RPG SKILL	Time Lord RPG SKILL	Doctor Who: AiTS RPG SKILL
Agriculture	Life Sciences - Agriculture	Science	Survival
Astronomy	Space Sciences - Astronomy	Science	Science
Astrophysics	Space Sciences - Astrophysics	Science	Science
Botany	Life Sciences - Botany	Science	Science
Cartography	Engineering - Cartography	Artist	Knowledge
Chemical Engineering	Engineering - Chemical	Engineering	Science
Chemistry	Physical Sciences - Chemistry	Science	Science
Communication Systems	Technology - Communications Systems	Electronics	Technology
Cybernetics	Technology - Cybernetics	Cybernetics	Technology
Electrical Engineering	Engineering - Electrical	Engineering	Science
Electronics	Engineering - Electronics	Electronics	Science
Exobiology	Life Sciences - Exobiology	Science	Science
Force Field Systems	Technology - Force Field Systems	Science	Technology
Law	Social Sciences - Law	Law	Knowledge
Mathematics	Physical Sciences - Mathematics	Mathematics	Knowledge
Mechanical Engineering	Engineering - Mechanical	Engineering	Science
Metallurgy	Engineering - Metallurgy	Science	Science
Ordinance Construction\Repair	Military Sciences - Ordinance Construction / Repair	MacGuffin	Craft
Pharmacology	Medical Sciences - Pharmacology	Poisons	Medicine
Psychology	Medical Sciences - Psychology	Medicine	Medicine
Physics	Physical Sciences - Physics	Science	Science

NPC: **HAMIL MANIX**, the Victrixian Human knowledge shop proprietor

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	III	III	III	III	V	IV
Score	6	6	6	6	15	10

MAX OP END	12 3	WOUND HEAL	INACT SAVE LEVEL III	12
CURR OP END	12 3	FATIGUE HEAL	UNC THRESH LEVEL II	6

**Combat Statistics:** AP: 6

Armed Combat - Blaster - III

Unarmed Combat - Martial Arts - III

**Skills - Level**

Administration - VI

Public Performance - III

Physical Sciences - Computer Systems - III

Streetwise - V

Verbal Interaction - Hagglng - III



If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	3	3	3	4	3	5	3	4

#### Skills - Level

Bargaining	- 2	Marksmanship	- 2
Computing	- 2	Medicine	- 3
Fisticuffs	- 1	Poisons	- 3

If using the *Doctor Who-Adventures in Time and Space* RPG:

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

#### Skills - Level

Athletics	- 0	Knowledge	- 2	Subterfuge	- 1
Convince	- 1	Marksman	- 1	Survival	- 1
Craft	- 1	Medicine	- 1	Technology	- 1
Fighting	- 1	Science	- 1	Transport	- 0

### PAWN SHOP

The proprietor is a Kamreth named Gadirreth.

If the characters encounter the Kamerethian pawn shop owner and wish to understand the context of his background, have players make the following rolls:

If using the FASA *Doctor Who* RPG:

- If a Time Lord character with a *Mentality* of level VI or higher and the *Streetwise* skill, they will automatically know...
- If a non-Time Lord character has the *Social Science-History* and *Streetwise* skills they will automatically know...

If using the *Time Lord* RPG:

- If a Time Lord character with a Knowledge score of 4 or more, they will automatically know...
- If a non-Time Lord character have a *History* skill score of 4 or more, they will automatically know...

If using the *Doctor Who-Adventures in Time and Space* RPG:

- If a Time Lord character has an *Inguinity+Knowledge* skill roll greater than 7, they will automatically know...
- If a non-Time Lord character has an *Inguinity+Knowledge* skill roll greater than 9, they will automatically know...

...that the Kamreth are an avian race who once had an advanced culture until the Sontarans and Rutans turned their world into a battleground.

Gadirreth is a refugee who stowed away on a Sontaran troop transport and hitchhiked across the galaxy. His ad hoc survival skills made him a suitable pawn dealer on Tliir.

He sells accepts various weapons and other items in trade. Gadirreth uses the following guidelines for his exchanges when it comes to the purchase or trade of weapons that characters may be trying to give to him or trade for other equipment:

CREDIT VALUE	FASA <i>Doctor Who</i> RPG WEAPON EFFECT	<i>Time Lord</i> RPG WEAPON EFFECT	<i>Doctor Who: AiTS</i> RPG WEAPON EFFECT
1	Per 2D6 points of Damage the weapon does	Per 4 Wounds the weapons does	Per 4 points of Damage the weapon does
2	For A-Table Weapons	For 8 Wound Weapons	For Lethal (L) Weapons

For other equipment (non-weapons), Gadirreth will quote a price.

NPC: **GADIRRETH**, the Kamreth pawn shop proprietor

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	III	III	IV	V	V	IV
Score	6	6	10	15	15	10

MAX OP	12	WOUND HEAL	INACT SAVE	12
END		3	LEVEL III	
CURR OP	12	FATIGUE HEAL	UNC THRESH	6
END		3	LEVEL II	



**Combat Statistics:** AP: 7

Armed Combat - Firearms - III  
 Armed Combat - Knives - IV  
 Unarmed Combat - Martial Arts - III

**Skills - Level**

Administration - V Social Sciences - Economics -IV  
 Public Performance - III Streetwise - V  
 Physical Sciences - Computer Systems - III Verbal Interaction - Haggling - VII

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	2	2	3	4	3	4	2	3

**Skills - Level**

Acting - 1 Fisticuffs - 1  
 Bargaining - 4 Mathematics - 2  
 Bureaucracy - 3 Marksmanship - 1  
 Computing - 1

If using the *Doctor Who-Adventures in Time and Space* RPG:

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

### Skills - Level

Athletics	- 0	Knowledge	- 3	Subterfuge	- 1
Convince	- 5	Marksman	- 1	Survival	- 1
Craft	- 0	Medicine	- 0	Technology	- 1
Fighting	- 1	Science	- 1	Transport	- 0

### Traits

Alien

Alien Appearance [minor]

### LODGINGS AND CLUBS

Numerous lodgings and entertainment clubs offer a place to glean information from various NPCs that are found in them. It is also a great place to visit the gambling tables to earn extra credits. The native Twiil manage most of these businesses.

### OVERVIEW

Of course the prices and NPC stats can be tweaked as desired. The objective is to maximize the value of one's role-playing game books. Would you pay \$15 to \$25 for three pages of material? Yet, odds are, that is about all we use out of most of our books. We try to put our own stamp on the game by investing hours creating our own settings, creatures, and adventures. Let us save our time. Take advantage of what the game designers already provided.

The setting in Planet Tliir, 1985CE, is deliberately designed so that gamers cannot help but incorporate FASA's great ideas. We hope it will inspire you to dig deeper into the pages of your own books for your next role-playing adventure.



### **TLIRR ADVENTURE SEEDS**

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew land on the planet Tliir and one of the crew accidentally breaks Dalek law and is sentenced to work in the mines. The crew have to rescue the character from those pressed into hard labor under Dalek guard in the mines, all without causing too much trouble and endangering the other miners.
- The supplies on Tliir start to run short, putting the planet in danger and pushing prices upwards. The crew must find what is destabilizing the planet's economic system. Is it the various factions of mafia that are at odds and their battle for control is affecting everyone, or is there another force at work, trying to gain a foothold in the economy?
- A force of anti-Dalek revolutionaries land on Tliir and want to organize a rebellion against the Daleks. To the players it is obvious that they are unprepared and under-equipped. The characters need to convince these rebels that their efforts are better directed elsewhere, or that they begin a long-term underground movement with less action in the immediate future.
- A travelling band of space gypsies lands on Tliir with a carnival which lightens the mood of the planet, but then shop keepers start to discover that some of their prized items have gone missing. The characters begin to investigate and discover that it is not the gypsies that are at fault (despite accusations) but rather a faction of the mafia trying to set themselves up for a push to control all of Tliir. However, with the shopkeepers weakened for lack of equipment can the space gypsies and carnies help shift the balance in a confrontation with the guilty?
- The TARDIS crew need a vital piece of equipment for another adventure module, so leave that location and come to Tliir to get the equipment that they need, and have to buy it or barter for it on Tliir before they return to their regularly scheduled adventure—encountering all of the quirks that Tliir has to offer as well.

## MODULE: TRAITOR ON TLIRR

*“Traitor on Tlirr” is a Doctor Who adventure module set on the planet Tlirr, as spotlighted in this issue of DDWRPG. The TARDIS crew land on a planet to discover that the Daleks are searching for an infamous outlaw that the TARDIS crew should help. This adventure module can be run with the Doctor and Nyssa, or another group of time travelling characters.*

The TARDIS lands on the planet Tlirr. As described earlier in this issue, Tlirr is mainly a backwater mining planet under Dalek control. Though Daleks occasionally patrol the streets, they are very hands off with the local population and the visitors to the planet (so long as they follow Dalek law). The Doctor and Nyssa can walk the streets, check out the stalls and shops, and generally investigate so long as they do not directly cross paths with a Dalek patrol (who might identify the Doctor, though they will most likely not identify his new regeneration). Because of the amount of autonomy Tlirr sees, the Doctor will not be in a hurry to get the Daleks off the planet (other characters or Time Lords may see this differently), because he is aware that Tlirr finds its inhabitants much safer than if embroiled in an all-out Dalek war.

When the characters are on the planet, rumors begin to quickly circulate that there is a new stranger that has arrived on the planet.. The stranger is boasting that he plans to “Take on every stinking Dalek on this rock” and to start a popular revolution. When the characters first hear this, they also have a chance to realize that the organized crime families on Tlirr consider this a threat. The player will have a chance to learn that there is a rumor that the crime families are sending an assassin to eliminate this troublemaker.

The Doctor and Nyssa, or whatever characters the player are using, have a chance to learn at one of the stalls, shops, or clubs on Tlirr where this stranger is currently at. He is apparently at the bar located in the Waystar Hotel. Characters unsure if perhaps they should get involved can make awareness or intuition rolls (or spend a story point) to realize that they should go to the hotel and find out who this stranger is.

Arriving at the Waystar Hotel’s bar, they will find a gruff and ruggedly built man who is drinking plenty of alcohol and being a bit louder than he should be. He wears a half set of space armor, and has at his side a thermal disruptor pistol, and a unique chain-sword. The man sits alone in the bar (as most of the patrons have cleared out due to his “dangerous talk”) and only the somewhat frightened bartender and a single waitress remain at the bar. The waitress waits at the door and as the players approach will ask them “Have you been sent by the Kapo?” (referring to the proprietor’s call to the Tlirr mafia to help get rid of this dangerous problem patron). The players can play this as they want, and can either falsely acknowledge that they are the mob assassins or they can disavow this, it is up to them. Either way, they will have a bit of time to interact with the stranger.

The lightly drunk stranger is Abslom Daak, a criminal who was found guilty of numerous crimes and sent to “Exile D-K” as a Dalek Killer rather than take the death penalty. In turn, Daak has made it his mission to kill Daleks, both as part of his criminal sentence, and because the evil cyborgs exterminated the woman he loved, Princess Taiyin of the planet Mazam. Daak has made his way to Tlirr, which is known as a planet under Dalek control where the Daleks mine minerals critical to their war efforts. Daak is quite prepared to cause problems on Tlirr and his profile among the Daleks is currently higher than even the Doctor’s (a the Daleks do not know the Doctor’s regeneration). Abslom Daak is a dangerous unstabilizing force on the planet and the Tlirr mafia will want him eliminated. Daak rants drunkenly about “Destroying those tin bastards” and “The only good Dalek is a dead Dalek!”

The characters can try to get Abslom Daak away from the bar and hotel, but Daak who will generally be friendly (unless the players admit to assisting the Daleks) will resist any suggestions that he either stop drinking or that he stop his loud boisterous anti-Dalek talk. No matter how much the characters try, Daak will be friendly but resistant until the arrival of the next person.

Minutes after the TARDIS crew try to talk to Daak, another person will arrive at the establishment. Characters can make awareness or intuition rolls to know that this person is armed (though the weapon is concealed). This is the human male mafia assassin named Arius Klooon. Klooon will be surprised that there is more than one person in the bar (having been told everyone cleared out), but he is intent on his mission



THE STRANGER

to eliminate Daak per his orders. Kloon will not have to do much investigating to figure out that Daak is the person whom he is supposed to be targeting, as Daak will of course loudly proclaim, “You must be one of the slaves to those tin rubbish bins, or you would have left already!”

Kloon will approach the Daak, and begin withdrawing his weapon. The characters can prevent bloodshed by helping overcome the assassin, or by disarming his weapon (by using a sonic screwdriver or similar piece of technology to disable the energy pistol). If all goes well, the players, maybe even with Daak’s inebriated help, will overcome the assassin. If things go badly, the assassin will escape and warn the Daleks of Abslom Daak’s presence.

Either way, Abslom Daak will be grateful and bond with the players if they have helped him out. However he will try to continue drinking unless the players take the alcohol away from him. At first Daak will be angry, but then he will calm down and start to sober up. Players should realize that after the assassin was sent, that others will surely follow to either investigate the assassin’s disappearance, or if Kloon the assassin escaped, to return with reinforcements to overcome Daak and the others who may have helped him.

The crew can escape out the back door with Daak, but if they exit through the front, they will notice a crowd waiting to see what happens. Exiting through the front door, will bring the adventure to a head, where the crowd of people, seeing Daak will quickly disperse, and a Dalek patrol of three Daleks will find themselves face to face with the “Dalek Killer”. Three more Daleks will be sent as reinforcements, and then another three more Daleks. Also a few citizens will also join the battle on the Dalek’s side, trying to win the Dalek’s favor. Players unsure of what to do, or who see the crowd to the front, can make intuition or awareness rolls that they should leave in a more stealthful manner than through the front doors. Leaving secretly through the back continues the adventure with a better chance for survival.

After leaving the back of the hotel bar, the players can find another place to talk and regroup to determine their actions. The players will find themselves taking cover in one of the shops (Daak will want to go to the weapon smith’s but the characters are better off going to either the Knowledge shop or the Pawn shop). Once at the shop, the proprietor will ask what the characters want, but will quickly realize that Daak is the person who the townspeople have been talking about. This will make the proprietor nervous (but all of the shop keepers detailed in the Planet Tlirr overview will allow the characters to stay for a short while). The TARDIS crew should realize that they need to get Abslom Daak off the planet. Daak and his crusade to kill Daleks will cause many problems on Tlirr and will send the planet into an anti-Dalek revolution that they cannot win (as the resources on Tlirr are too important to the Dalek war effort, and a temporary victory will only result in the Daleks biologically bombing the planet from space, and then bringing in slaves from other planets to continue the mining. While brash and always in a hurry to dispose of the metal villains, a successful Convince or negotiation/Diplomacy roll will allow the players to reason with Daak that he endangers more Tlirrians than Daleks if he presses his Dalek Killer agenda on this planet.

As such, the adventure becomes a mission to get Daak off-planet to fight the Daleks elsewhere. Daak has come to Tlirr on a shuttlecraft (having temporarily parted ways with his team “The Star Tigers” and their ship The Kill Wagon). The crew need to get Daak back to the spaceport and back on his way. Of course, there are still a few encounters to be had.

As the players try to get Daak to the spaceport (either

## ABSLOM DAAK CONTINUITY

This adventure takes place between the *Doctor Who Magazine* comic strips of “The Star Tigers” and “Nemesis of the Daleks” (in which he first met the Doctor in the comics).



THE STRANGER WILL HAVE A HARD TIME NOT ATTACKING

## ABSLOM DAAK STATS

Stats for the infamous Dalek Killer, Absolom Daak:

If using the FASA *Doctor Who* RPG:

<b>STR</b>	<b>END</b>	<b>DEX</b>	<b>CHA</b>	<b>MNT</b>	<b>INT</b>
VI	VI	V	II	IV	III

**Max Op End:** 42 points      **AP:** 9

**Skills:** Armed Combat-Pistols - V, Armed Combat - Swords - VI, Armed Combat-Thrown - IV, Computer Operation - IV, General Medicine - IV, Leadership - III, Military Tactics - V, Search - III, Security Procedures-Stealth—IV, Unarmed Combat-Brawling - V, Vehicle Operation-Space Ship - IV, Verbal Interaction - Negotiation/Diplomacy - II.

**Weapons:** Chain Sword (A-Contact damage), Disruptor (A-Energy damage)

**Armor:** 2d6

If using the *Time Lord* RPG:

<b>STRENGTH</b>	<b>CONTROL</b>	<b>SIZE</b>	<b>WEIGHT</b>	<b>MOVE</b>
5	4	2	4	3
<b>KNOWLEDGE</b>	<b>DETERMINATION</b>	<b>AWARENESS</b>		
3	5	2		

**Wounds:** 16

**Skills:** Bargaining [Awar] 1, Brawling [Con] 2, Command [Det] 2, Computing [Know] 3, Edged Weapons [Con] 3, Intuition [Awar] 1, Marksmanship [Con] 2, Medicine [Know] 2, Piloting [Move] 2, Stealth [con] 2, Thrown Weapons [Con] 2.

**Weapons:** Disruptor - wounds 8 damage, Chain Sword - wounds 6 damage

**Armor:** 2 points off per hit

If using the *Doctor Who-Adventures in Time and Space* RPG:

<b>AWARENESS</b>	<b>COORDINATION</b>	<b>INGENUITY</b>
2	4	3
<b>PRESENCE</b>	<b>RESOLVE</b>	<b>STRENGTH</b>
1	5	5

**Wounds:** Standard

**Skills:** Athletics - 2, Convince - 1, Fighting - 3, Knowledge - 2, Marksman - 3, Medicine - 2, Science - 2, Subterfuge - 2, Technology - 2, Transport - 2.

**Traits:** Brave [minor], Tough [minor good], Obsession [major bad], Selfish [minor bad].

**Weapons:** Disruptor - L [4/L/L], Chain Sword - Strength+6

**Armor:** 4

**Story Points:** 12

disguising him or sneaking there), the players first have a chance of encountering a group of Mafioso enforcers. A team of three mafia men (of different races) have come to eliminate Daak. The characters have a chance to convince this group that they are leaving the planet using their verbal negotiation skills. If successful, they can avoid the encounter. If failing, they will engage the group in combat, or have to escape using other more clever means. It is possible to simply run away from this group, ducking in and out of various shops and stalls, but doing so with Daak, who prefers to fight, is a bit more difficult.

After avoiding or overcoming the mafia, only a patrol or two of Daleks stand between Daak and his shuttle. This time Daak will not avoid the Daleks, but he will go right through them to get to his craft. The first patrol of three Daleks will threaten him and ask him to capitulate. Daleks are used to Tlirrians groveling and bending to their will so Daak, and the characters, have the upper hand and a surprise attack on this group. The characters and Daak will get an extra attack before the Daleks can act.

A second patrol of three Daleks will arrive as reinforcements to the first, and with the player's help, Daak should be able to overcome them, or escape to his shuttle and leave before the Daleks exterminate them. If hurt badly, Daak will retreat to his shuttle to fight another day, but with the advantage he will kill all the patrol Daleks before leaving.

With Daak safely on his way off planet, the characters will need to make their way back to the TARDIS. They may again be recognized if they return to Tlirr, but the ordinary citizens (as opposed to the mafia) will remember them as folk heroes who gave the oppressive Daleks a taste of their own medicine that one glorious day. This will also help the players get good deals in the shops on future visits.





## MODULE: "THE LOST PLANET"

*"The Lost Planet" is a Doctor Who adventure module set on the cold colony world of E.D.N. III in the year 2348CE. This adventure has the TARDIS crew land on a cold and frozen planet where an alien threat lurks waiting to attack. This adventure module can be run with either the Doctor and Amy, or another group of time travelling characters. This adventure module is loosely based on the "The Lost Planet" video game.*

The TARDIS lands on a cold wintery planet (E.D.N. III) in the midst of a whirling snow storm. As the frigid air whips the snowflakes around, the crew will realize that they have landed on an Alien world. Hanging in the sky are two other planets that can be observed between the layers of clouds from which the snow falls (those planets are E.D.N. I and E.D.N. II).

The TARDIS itself has landed in the main courtyard of a military complex. In the courtyard are a number of vehicles such as snowcats and trucks, used for moving people through the frozen wastes of the planet. Around the TARDIS are concrete buildings that stand cold and empty. There are no lights on in the complex and there are no obvious signs of life. A generator sits in the courtyard that the TARDIS crew can once again activate in order to re-power the complex. It can be easily switched on so long as the characters make a electrical engineering or science roll to restart it. Once this is done a few lights will turn on and the heating systems inside the buildings will again kick in making the complex a much more inviting place.



THE DOCTOR AND AMY EXPLORE



**THE BASE COMPLEX**



**SOMEONE OR SOMETHING ADVANCES ON THE COMPLEX**

Once the TARDIS crew have started to explore the military complex, they will get a chance to learn what the base is for. It is clear that this is a military science base and that numerous different experiments are happening on the planet and at this complex. Characters who have skills in administration or who make successful knowledge rolls may find among the scattered papers inside the buildings that this complex and planet are not registered by the government. In a sense, the planet is “lost” because there are no official records for this location. Players with good sense of awareness will hopefully deduce that whatever the complex was built for that it is meant to be kept very secret by the government. Continued investigation (of the buildings or of the administrative paperwork) will reveal that there are a number of genetic experiments that are happening at the complex. These experiments are run and controlled by government scientists and they are of the highest secret clearance. The most secret of all these experiments is called “Experiment Zed” and it is said to be located in the sealed bio-containment facility at the complex.

As the characters are investigating the abandoned base, they have a chance to make awareness or intuition rolls to realize that there are people approaching the base complex. Characters looking out the windows will see people approaching the complex on foot, and in large exo-skeleton power suits called Vital Suits (or “VS”). Players will be initially unaware that this is a military force that has come to investigate why they have lost contact with the base. The soldiers here are on an investigative mission, but have been warned that there is danger at the complex.



**MILITARY TROOPS ARE ARRIVING TO SEE WHY CONTACT WAS LOST WITH THE COMPLEX**

The soldiers are a bit trigger-happy and their tensions are running rather high. As the soldiers arrive at the complex, the TARDIS crew also have a chance to notice that the military force is not the only one that has arrived. Players making a more difficult awareness or intuition roll can notice that another person, not with the military, has also arrived at the complex.

The players can choose what they want to do at this time. They can either identify themselves to the military soldiers, at which time they will be questioned about what happened, ask how they came to be here, and interrogated about where the personnel from the complex are. Or, they can continue to investigate the complex on their own avoiding the military. Or they can try to make contact with the newcomer who is not with the military.

### MEETING THE MILITARY

If the players decide to make themselves known to the military, they will be greeted with suspicion and temporarily placed under arrest. The commander of the military force Captain Reins will ask the TARDIS travelers how they came to be at the complex and what they know. If the time travelers do a good job of diverting questions and smooth-talking their way out of the situation (or claim to be survivors with no memory of what happened) the military will welcome them and put them under their protection. The crew and military can continue to explore the complex.

### INVESTIGATING THE COMPLEX

The complex itself is lifeless, and no people or bodies can be found. Whatever the situation, whatever staff was here left in a hurry or have gone missing. The only area that is generally inaccessible is the bio-containment facility. The door to this dome is dead-lock sealed, so it is difficult to gain entrance. The only person that knows how to get in is Wayne, the newcomer that the crew must meet before being able to enter the building.

### MEETING THE NEWCOMER

If one of the crew decide to make contact with the newcomer (with or without the military) they will discover that the man is a news reporter named Wayne Holden. Wayne has discovered that the military sent a secret mission to E.D.N. III and he has followed as an investigative reporter to find out what the military is doing investigating a planet that seems not to exist (as all of its records are missing from star charts, and so on). He has followed in a personal space ship and shadowed the military expedition. He is armed, but this is only for his personal protection (and as the world is unregistered he has the right to carry weapons without breaking the law).



**THERE IS ANOTHER ARRIVAL AFTER THE TROOPS**



**THERE IS A SPECIAL BIO-CONTAINMENT BUILDING THAT IS LOCKED OUT AND SEALED**



**WAYNE WANTS TO FIND THE TRUTH**



**MILITARY SOLDIERS PREPARE TO ARREST WAYNE AND THE CREW**



**THE DOCTOR INVESTIGATES INSIDE THE BIO-DOME**



**THE CREW FIND SURVIVORS IN THE COMPLEX**

Wayne will generally be nice and inquisitive, but because he is dealing with the military he is somewhat distrustful of everyone he meets. Wayne is worried that if the military discover him that they may accuse him of treason and simply kill him here on the planet.

Wayne actually has an important piece of the puzzle for solving the problem at hand. In the wastes on the way to the complex, he encountered the body of a scientist who fled into the wilderness from the complex. This scientist carried with them the pass-key to the bio-containment building that is deadlock sealed. Wayne took the pass-key. Thus players who win Wayne's confidence will be able to enter the building.

The military, if encountering Wayne, will also arrest him. But again if Captain Reins is convinced he has nothing to do with the missing scientists, he will not permanently hold Wayne.

### **INVESTIGATING BIO-CONTAINMENT**

Whether with the military, or not, the Doctor and crew (or whomever the players may be playing) along with Wayne's help can get access to the Bio-Containment facility. The inside of the facility has a number of offices, and is also a bio-dome that replicates the surface of the planet but in a controlled environment.

Characters that investigate the area will discover that there are actually three survivors still alive inside the complex. The survivors are hiding in locked offices and are desperate for food and water (once heating was lost, they could no longer thaw ice or snow to get water). If discovered, the scientists will reveal that they have been trapped in the complex for six days (when contact was lost with the military off-world). After two days of no contact the military sent a team to investigate, travel time to the planet was three days, and this is day six. The scientists will acknowledge that they are civilian scientists who were employed by the military to work on "Experiment Zed".

Whether by themselves or accompanied by Captain Reins and the military the crew will want to know more about the experiment. The scientists will at first

be reluctant to talk about it but will reveal that they have discovered a life-form on E.D.N. III which they have named the "Akrid". The Akrid are a unique species in that they feed on the Thermal Energy (or T-ENG) or other life forms. In essence this is the ultimate biological weapon. A military could let loose an Akrid alien and it would walk a battlefield and suck the thermal energy out of the nearby soldiers. In the bio-containment facility, the scientists were investigating an Akrid, when the creature attacked the scientists, and killed most of the military personnel. The creature then drew all of the thermal energy out of the complex's heating units (which were then shut down to prevent feeding the creature), and the base was abandoned. The three scientists here were locked in the containment facility and could not escape. The Akrid having fed so much was not interested in them, but now it has not eaten for a while and the creature seems to once again be hungry for a warm meal. The group re-



**THE MILITARY TROOPS TRY TO FIGHT THE DANGEROUS AKRID BIO-GENETIC “EXPERIMENT ZED”**

-veal that Experiment Zed is an attempt to experiment on an Akrid to control its actions and weaponize it.

### **AKRID ATTACK**

The Akrid, now hungry, will attack whomever it can. If it is able to get close, the creature will leech the thermal energy from the body with an attack that simply pulls heat from the victim. It also has claws and a bite that can injure victims so that they cannot escape before it leaches their heat.

The players must help the scientists, Wayne, and as many of the military escape the complex that they can. While the Akrid creature can be killed with brute force, this is very dangerous. It is best trapped in the complex (while the others are saved). This can be accomplished by turning up the heating units to warm them up so they are hotter than the 98.3 degree (Fahrenheit) humans. Once there is a warmer heat source, the Akrid will search this out. It is also possible to eliminate the creature by overfeeding it heat. The Akrid cannot process the heat and store it fast enough, ultimately causing the creature to overfeed and dry out in a burnt husk.

How dangerous the experiment was is almost incalculable and Wayne, and Captain Reins, will want to bring the truth about the unethical experiments on the lost planet of E.D.N. III to light once they return home. The crew can once again be on their way once they say their goodbyes and return to the TARDIS.



**WAYNE LEAVES TO TELL THE WORLD ABOUT THE EXPERIMENT**



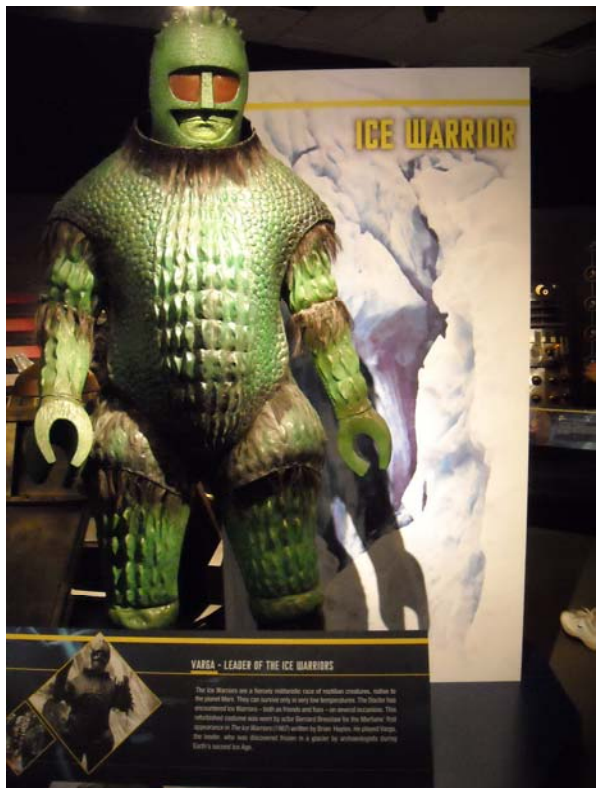
**THE DOCTOR AND AMY PREPARE TO LEAVE**



BRANDY WITH THE SILURIAN EXHIBIT



SILENCE HANG FROM THE CEILING



AN ICE WARRIOR COSTUME

## EVENT REPORT: THE DOCTOR WHO EXPERIENCE

by Brandy Sumner

Every year my family and I go on vacation, and since I will be graduating from college after this year, my parents figured I would not have the time (or the money) to take a vacation on my own for a while. As a result, I had the privilege of choosing the vacation destination this time around. What can I say... I did love England the first time around, so I could not resist throwing that option out for consideration. Surprisingly they agreed without hesitation, and even gave me the option to bring a friend along for the trip. When I found out the *Doctor Who Experience* was up and running, within walking distance of our hotel, I had to check it out.

We left the United States late on the 6<sup>th</sup> of June 2011, landing in Heathrow International Airport early on the 7<sup>th</sup>. The first day mostly consisted of finding our way to our hotel and exploring the surrounding area. Since the Olympia complex, home of the *Doctor Who* exhibition, was nearby, we found out where that was. After all, we did not want to be late the next morning!

At ten o'clock sharp on the 8<sup>th</sup> of June, we were standing outside of Olympia and queuing up to enter, tickets at the ready. It did not seem like much as we entered; the ground floor just looked like any other convention center I have been in. Thankfully I was only confused for a moment before some of the employees directed the group to one of the upper levels. The first thing I noticed as the elevator doors opened was the entrance itself. Admittedly it looked a little bit cheesy, but I did not exactly care; I was just focused on getting in to the exhibition.

The first room a tour group is ushered into has only a few displays: two full scenes with props and costumes and one statue of a Silurian you can stand next to and have your photo taken. Further back there are a couple more costumes, but there is not much else. It really is a waiting area -- something to keep you a bit entertained while they work on getting the group ahead of you through the next section. After you exit this room, photography and videography are not allowed (I am sure there are some videos on YouTube, anyway), but that is where the interactive bits started.

One's first stop is the Starship UK, where the eleventh Doctor enlists your tour group to help release him from the Pandorica 2. Yes, apparently there was a spare somewhere. Who knew the Doctor's enemies could plan ahead? The TARDIS materializes nearby, and of course you get to go inside. I was quite happy with this portion of the tour; as you enter the TARDIS the group is instructed to let the children get through to approach the eight control sticks surrounding the central console. Considering there were only a couple of kids in our group, I ended up at the navigation controls. The Doctor gives out a couple of prompts to the people at the controls, the central column lights up and begins to move, and when the TARDIS is in motion the familiar sound effects are generated. I was pretty impressed with the detail they applied here. From there on you encounter a few of the aliens that pop up during the course of the *Doctor Who* series. I do

not want to give out too much detail as I would not want to spoil it for others. While the remaining portion of the tour was still good, at times it did seem a bit predictable. However, it is still entertaining and one has to go through it to get to the displays, regardless.

After you have helped saved the world and released the Doctor from the Pandorica 2, you are allowed to take photos again. I was quite glad of that, actually, because I am fairly certain I took pictures of every single thing in the display room (many included here in this article). While some of the older costumes and props were recreations, they still had a decent amount of original items there to look at. One entire room is devoted to the eleven Doctors' costumes, with a small display of TARDIS keys and sonic screwdrivers. After that come aliens, companions, and the different generations of Cybermen and Daleks. The original TARDIS exterior is on display, too, and the original TARDIS interior used by Doctors 5 through 7. Another display has models depicting the creation of an Ood. There were a couple of interactive displays mostly geared for kids, as well.

Overall my impression of the *Doctor Who Experience* was a positive one; they did a lot with the space they had and they did it well. As I said earlier, some parts were a little cheesy, but I thought it was worth it.

*Photos of The Doctor Who Experience continue for the next few pages.*



**CYBERMEN ON DISPLAY**  
(We love the "Toilets Behind the Pandorica" Sign (above))

## ENHANCING THE DOCTOR WHO EXPERIENCE

If you go to the *Doctor Who Experience* and have an iPod touch or other internet-capable mobile device, I'd recommend bringing it along. While on location you can access the site's wi-fi and watch the videos from the tour with subtitles for the hard of hearing, get extra information about all of the displays, and download coupons for use in the shop. The password is prominently displayed all throughout the *Doctor Who Experience* and in the store itself.



**SONTARANS FROM ALL ERAS OF THE SHOW**



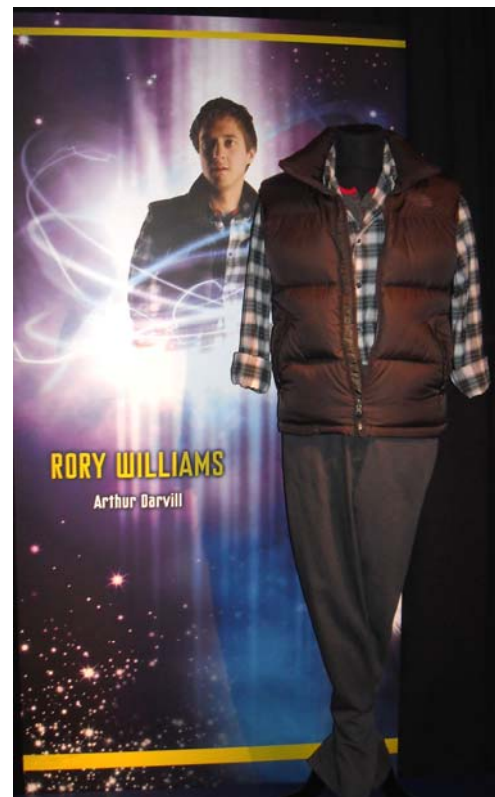


THE DISPLAY OF ALL OF THE VARIOUS DOCTOR COSTUMES

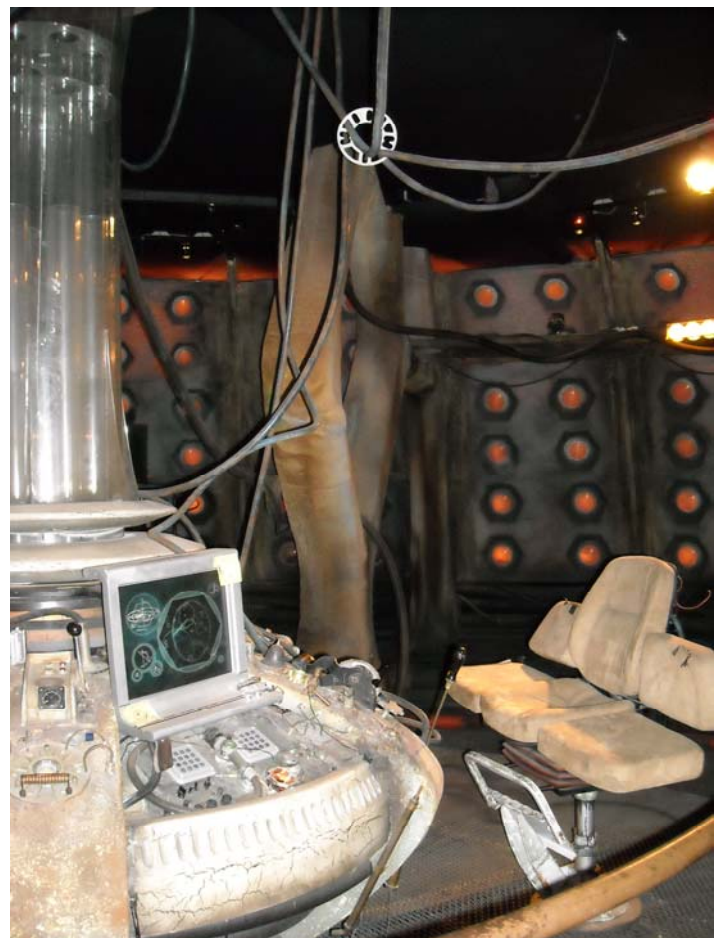
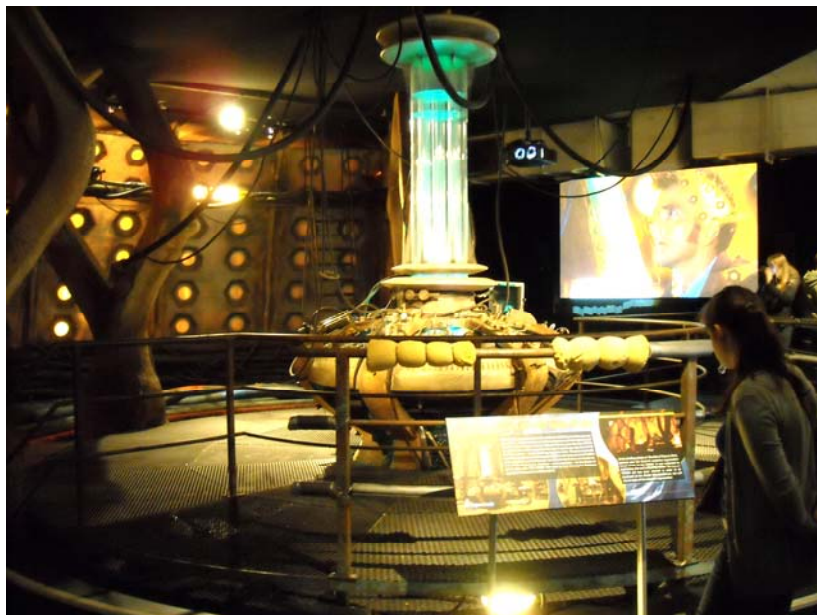
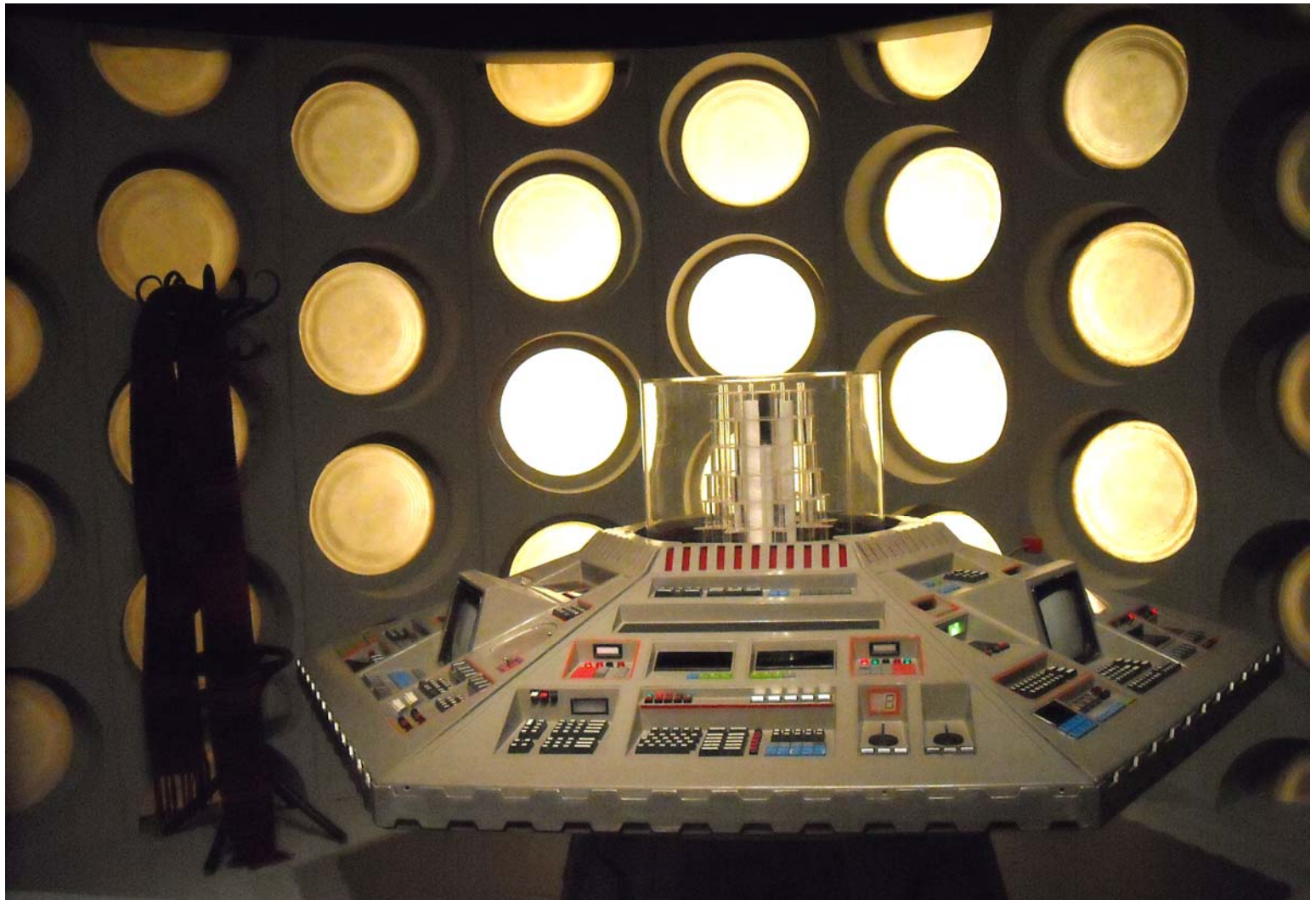




COSTUMES OF THE CURRENT TARDIS CREW







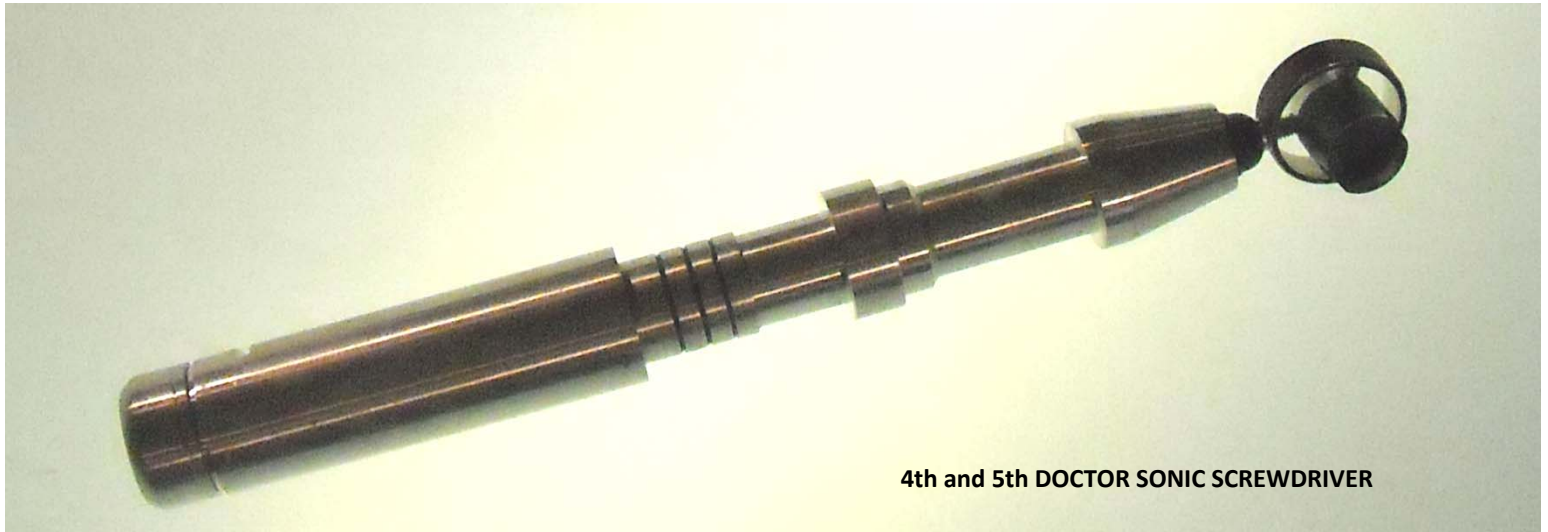
## TARDIS INTERIORS

(Top) THE CONSOLE USED BY THE 5th THROUGH 7th DOCTORS

(Above and Right) THE CONSOLE USED BY THE 9th THROUGH 11th DOCTORS



3rd DOCTOR SONIC SCREWDRIVER



4th and 5th DOCTOR SONIC SCREWDRIVER



9th and 10th DOCTOR SONIC SCREWDRIVER  
(burned out version)

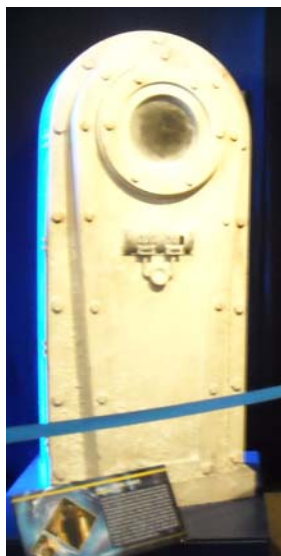


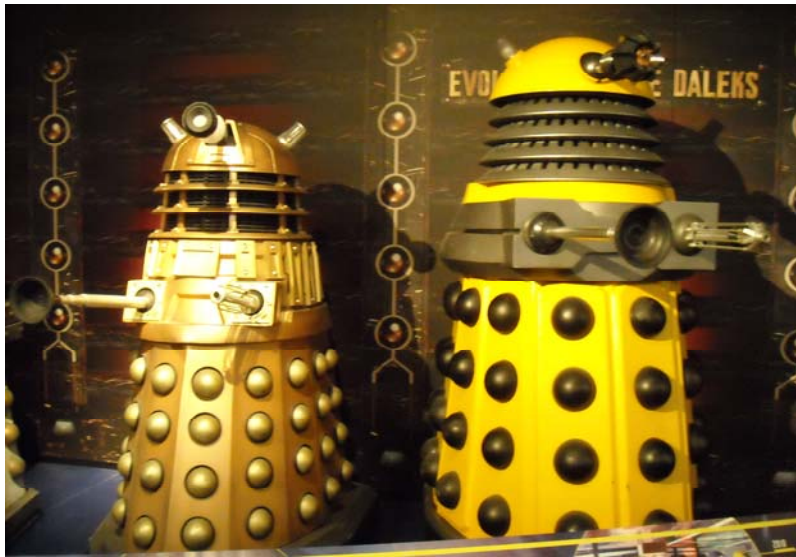
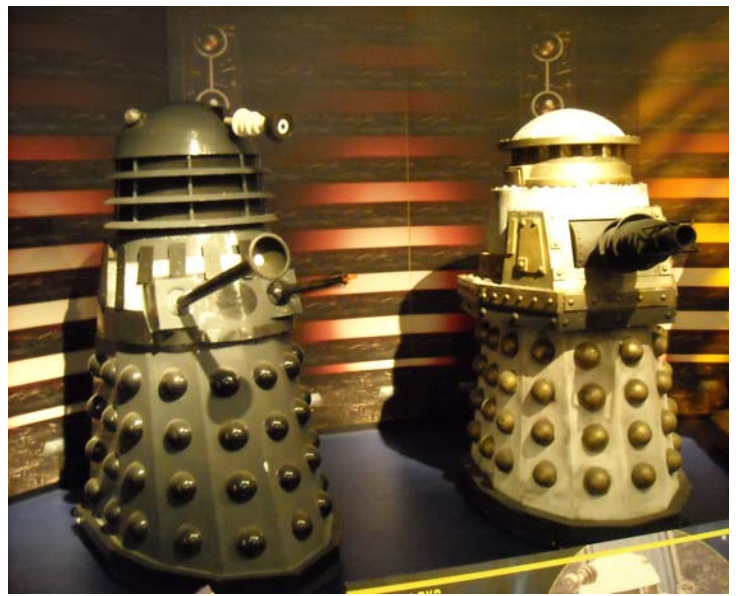
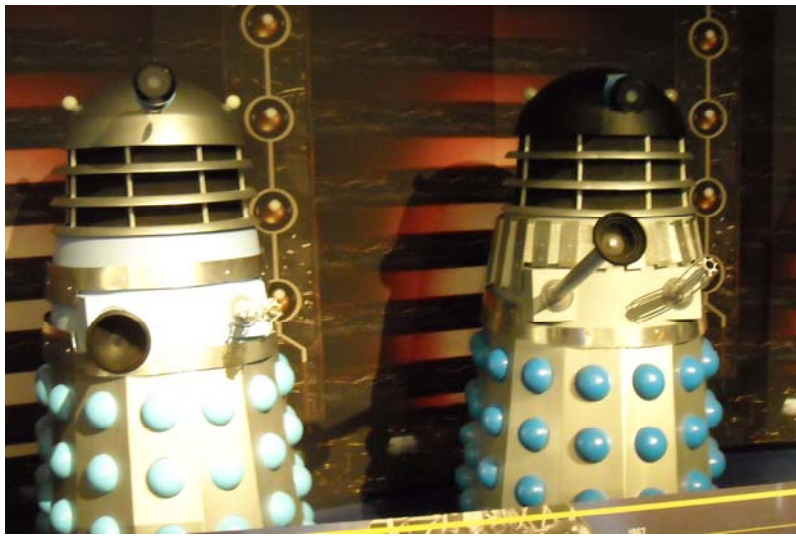
11th DOCTOR SONIC SCREWDRIVER



ITEMS ON DISPLAY IN THE “MONSTER ZONE”









**BIG BEN AS MOST FAMOUSLY SEEN IN  
"ALIENS OF LONDON"**



**STONEHENGE AS FEATURED IN  
"THE PANDORICA OPENS"**



**THE EARL'S COURT POLICE BOX**



**THE LONDON EYE AS FEATURED IN "ROSE"**



**THE POST OFFICE TOWER (Left) FROM "THE WAR MACHINES"  
AND ST. PAUL'S CATHEDRAL FROM "THE INVASION"**



**THE EXTERIOR AND INTERIOR OF THE GLOBE THEATER AS SEEN IN "THE SHAKESPEARE CODE"**



## LOCATIONS GAZETTEER: JORDANO MAJOR

Jordano Major is the larger of two planets that move around each other and together orbit the Star Jordono. The two planets are the only ones in the star system. The smaller of the two planets, Jordano Minor is a cold and lifeless rock without any atmosphere. But the larger of the two planets, Jordano Major, has an atmosphere that supports life.

Jordano Major has a good amount of seismic activity due to its nearby brother planet. In turn, volcanic eruptions and earthquakes happen regularly on the surface of the planet. However,

these events are not too violent or large, as the planet is starting to stabilize. The planet is generally similar to Earth with only a different arrangement of continents, and some differently evolved species. Otherwise, the same amount of water, and land mass is present (in a series of six continents). As such, the planet appears very much like Earth in its early days of formation. Characters landing here might even mistake the planet for Earth, if only observing its surface after landing in a TARDIS.

With a fairly Earth-like ecology, Jordano Major has become an attractive location for settlement by space colonists. There are already three significant groups of human colonists that have landed on the planet and established settlements. Of the three colonies, one is on another continent. This lone colony is settled by Neo-Mormons who have chosen to settle on Jordano Major so that they may practice their religion with complete freedom. The sect allows multiple marriages and has struggled to live their lives in the fashion that they wish to. Their colony was the first to arrive on Jordano Major ten years ago (in the year 2722CE). They are aware of the other colonies on the planet but have not contacted them so that they are not bothered in regards to their religious practices. There are about 250 colonists in this group. The two other existing colonies are on the same continent. One was established five years ago (in 2727CE) and consists of a standard group of agricultural colonists who are settling to farm and self-subsist. They number about 100 in their early colony community. The second group of colonists on this planet is a mining colony (established two years ago, in 2730CE). The mining company IMC is in charge of operations here and most of the colonists here are part of the company. This group numbers about 300 people. The miners' encampment is located about 400 miles away from the farming colony, and their operation expands away from the farmers. These two colonies are aware of one another and help each other out. They trade food and equipment regularly, though their contact is generally limited, even though they have wheeled transportation. Only the miners have access to spacecraft to get themselves off-planet, as the company provides transport for the mined ore.

As a pristine habitable planet, Jordano Major is an attractive planet to be visited by other colonists, both human and alien who are interested in the planet and its resources.



### JORDANO MAJOR ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew lands at a time when the colonists of Jordano Major discover the Neo-Mormon settlement on the planet. Tensions run high as colonists do not approve of the way the Neo-Mormons decide to practice their religion. The TARDIS crew need to calm the tensions, but is the religion truly appropriate or are there people or children being harmed? The TARDIS crew have to sort out the situation.
- A group of alien settlers lands on the planet to form their own colony. Though the extraterrestrials are friendly, the humans are xenophobic and fearful of the newcomers. Violence may erupt without cool thinking.
- Violent volcanic explosions erupt and endanger some of the colonies. The TARDIS crew need to help them work together to survive. But it seems there may be an alien force causing the volcanic activity...

# REVISED FASA COMPANION STATS - THE UNDERRATED COMPANIONS, VOLUME 3

by Neil Riebe

In the last issue we covered most of the companions of the Fifth Doctor, so included here are the stats for Adric who was missing from that set.

## ADRIC

	STR	END	DEX	CHA	MNT	INT
Level	III	IV	IV	IV	VII	III
Score	8	10	10	10	28	6

MAX OP	20	WOUND HEAL	INACT SAVE	12
END		4	LEVEL III	
CURR OP	20	FATIGUE HEAL	UNC THRESH	6
END		4	LEVEL II	

**Special Ability:** Accelerated Healing

**Combat Statistics:** AP: 7

Armed Combat - Dagger, thrown - IV

Unarmed Combat - Brawling - V

### Skills - Level

Engineering - Electrical - IV

Environmental Suit operation - IV

Gaming - V

Physical Sciences - Computer Science - V

Physical Sciences - Mathematics - VII

Physical Sciences - Physics - IV

Security Procedures - Concealment - III

Security Procedures - Lockpicking - IV

Security Procedures - Stealth - III

Sports - Swimming - III

Technology - Computer Systems - V

Technology - Electronics - IV

Technology - Force Fields - IV

Technology - TARDIS Systems - III

Temporal Science - III

Verbal Interaction - Bluffing - V

Verbal Interaction - Negotiation/Diplomacy - II

### Appearance:

Height: Average

Build: Average

Looks: Average

Apparent Age: Adolescent

Age: 15

**Recognition Handle:** A friendly, bushy-haired boy wearing shabby clothes and a gold star on his chest.

**Brief Personal History:** Adric stowed away aboard the TARDIS during the Doctor and Romana's adventures in E-Space. Romana remained in E-Space, but Adric accompanied the Doctor back to our universe in N-Space. His naiveté became a liability when he thought Monarch's plan to end human suffering was a good idea. What he did not realize was that the Ubankan alien wanted to end it by bringing the end of "flesh time", or in other words, turn people into androids. The Doctor had to tiptoe around Adric's loyalty to Monarch to foil Monarch's scheme.

On the flip side, Adric could be a crucial asset. He built the Servo Switch-off device which expelled the Master from the Source—the seat of power of the Traken Empire. He rescued the Doctor, Nyssa, Tegan, and a squad of



Earth soldiers from the Cybermen's androids and ended his tenure on the TARDIS sacrificing his life trying to save the Earth from destruction.

Like any teenager, he had difficulty mixing with the TARDIS crew. He could be jealous, chauvinistic, and moody. Yet, his intentions were always for the best and despite the friction, he became good friends with the Doctor, Nyssa and Tegan and was sorely missed after his passing.

#### Personality:

**Motivations/desires/goals:** He is reputed to be curious, but fitting in with his peers is also a driving factor. He has been known to make jealous assumptions that the Doctor gives more attention to his female companions than to him and becomes frustrated when he feels useless. Yet, when faced with a challenge he keeps plugging away until he finds a solution.

**Manner:** Adric can make a good first impression. He has little trouble introducing himself to strangers and can be charming. While under duress, his demeanor can range from bold to petulant.

#### Special Ability:

**Accelerated Healing:** Accelerated Healing allows a character to recover lost points to his Maximum Operating Endurance at a faster rate. To use the ability, follow the rules for natural healing as described on page 59 of the Game Operations Manual, but instead of regaining points every 24 hours, the character recovers points by the hour. In Adric's case, his wound heal rate is 4. So every hour his Maximum Operating Endurance recovers 4 points. His remarkable ability can be seen episodes "Full Circle" and "The Visitation".

This ability should not be confused with Healing. Accelerated Healing works only on the individual. The individual cannot heal others.



## LOCATIONS GAZETTEER: LUMOS

Lumos is the only planet in the single star system of the white dwarf star named Lumen. Lumos is far enough from its star that it is a habitable planet with a very Earth-like environment. The planet is unusual as the planet slowly rotates so that one side always faces the sun as it orbits the star, and the other side is in perpetual darkness. It is located as the midpoint between the Herpian Galaxy and the Milky Way Galaxy and as such is an important mid-point and resupply and refueling stop for deep space freighters making the journey. There are spaceports on both sides of the planet, and a single governing authority oversees the whole planet.

Because it is so close to its sun, and the wavelengths of light are so bright and intense, travelers to the light-side of planet Lumos must wear heavily-tinted goggles in order to easily operate on the surface (akin to welding goggles). Also, on the surface of the planet most of items there (plants, buildings, clothes and so on) become quickly sun-bleached. Most of the people and objects on the light-side of the planet regardless of their ethnicity or origin, have a very pale appearance. The vision of many of the surface dwellers deteriorates over their lifetimes, and many of the older human inhabitants of the planet go blind by the time they are about 60 years old.

Lumos is also inhabited on its dark-side as well. However, because of the eternal sunlight on the bright side of the planet and the medical problem associated with it, the government has enforced a "low light" policy on the dark side—ensuring that most artificial light is not used on dark side (except inside dwellings or buildings). People on the dark side usually use night vision goggles to see as they walk around the streets. People using illumination devices that are too strong, will be fined by the police. Most Lumosians (humans who have settled on the planet) use special goggles called "Rets" (short for "Retinaz" - the brand name) that can double as both light filtering and as night vision goggles as well. The inhabitants usually move around the planet spending one week on the light side and then a week in the dark side to balance their health.

Lumos has a single moon, and can be used in a murder mystery style adventure as seen on the next pages.





## **MODULE: DARKNESS FALLS**

*“Darkness Falls” is a Doctor Who adventure module set on Lumos in 8231CE. The TARDIS crew discover that during a solar eclipse a murderer strikes. This adventure module can be run with either a group featuring the Doctor and Sarah Jane or another group of time travelling players.*

The TARDIS lands on the rooftop garden of a large skyscraper in the primary city of Lumos. The TARDIS itself is hidden behind a row of hedges on the garden and cannot generally be seen. As the players wander away from the TARDIS (and around the rooftop) they quickly discover that there is a party happening on the roof. Numerous people are dressed in stylish evening wear and semi-formal party clothes. It seems as if some of the business and social elite are preparing to celebrate a special event.

Among those in attendance are included on the “SUSPECTS LIST” on the following page. The characters should get a chance to interact or meet all of the six main suspects as well as the host of the party. The party is hosted by the leading presidential contender in the upcoming election, Marcus Letts. Letts is a wealthy businessman who is invested in the garment industry. He has made his money on fabrics that do not lose their color so fast to the intense light of Lumos’s sun.

As the characters socialize and meet the various suspects, they should have opportunities to notice the following important clues that they will sort out: Dane Dommillin has a concealed pistol that he carries, Marlissa Supra always seems to be sucking on a popsicle, Sinjin Hasmuth occasionally takes a pill from his man-bag and swallows it illicitly, Antoinette Lofficier is drinking too much and has a hidden flask in her purse, Gemma Zelary proves her strength by lifting various attendees over her head, and that Nilos Costas carries a taser that he somewhat reaches for when strangers first approach him. Everyone on the roof wears the tinted goggles that Lumosians on the bright side of the planet wear.

As the crew circulate the party, Marcus Letts steps forward and quiets the crowd. Players who make intuition rolls may notice that it is getting a bit dark outside. Marcus steps forward and says the following, “Thank you for joining me today for a very special day. Only once in a lifetime does a day like this happen. Lumos has not had a solar eclipse in five hundred and seventeen years, but the moon will be passing in front of the sun and casting our planet’s light side into darkness. Our planet will emerge from darkness after the event.” The light outside gets

darker. Characters have a chance to make intuition rolls to notice that a bird-like shape is approaching the roof at that moment. Marcus Letts continues his speech, “After our event today, Lumos has a second chance to come out of the darkness. I am proud to announce my candidacy for the presidency.” The crowd claps as it gets increasingly dark. Letts continues, “So remove your goggles, and enjoy the light of a new Lumos as we enjoy this one in a lifetime moment.

The rooftop is plunged into darkness. Characters may observe the winged shape approach and land on the roof, but the planet is in pitch blackness. In the darkness, there is a man’s scream. As the light starts to shine once again on the rooftop as the eclipse ends, there are screams, as people find that Marcus Letts is laying dead. Soon the light becomes so bright that people need to put their goggles back on to avoid the intense light. Gemma Zelary is grabbing a strange man who is wearing wings on his back.

A quick investigation by the characters will reveal that Marcus Letts has been mortally wounded in the heart. The only clue that is obvious is that his shirt, around the wound, is surrounded in water. With tensions running high, the police are summoned, but it is up to the characters to find the real murder while the party guests assume that the newcomer who landed on the roof is the guilty party.

The assassination happened in the following manner. When the eclipse happened, Marcus Letts was stabbed with an icecicle. As the intense light of the sun once again shined over Lumos, the icecicle protruding from the mortal wound quickly melted the ice and made the shirt wet. While the flier who landed on the roof is innocent (see “THE BIRD MAN” sidebar), one of the other party guests is not.

The GM can give the players hints as to how the murder was accomplished if they cannot figure out the icicle as the weapon, but how the weapon was brought to the party is the real mystery. Most players will narrow down MarliSSa Supra as the prime suspect because of her thermal purse and the popsicles that she regularly eats, but this is a red herring. The icecicle weapon was smuggled into the party in Antoinette Lofficier’s flask (which if investigated does not contain any alcohol, nor is there any in her blood—she has only been acting drunk). She has killed Letts in order for her company to acquire his and needed to act before he gained secret service protection as a presidential candidate. He had revealed his plans to run to her the day before in the hope of getting financial support for his campaign. If the players accuse Antoinette she will try to escape.



INVENTOR DARWIN PAPUS IS BLAMED FOR THE CRIME

## SUSPECT LIST

- **DANE DOMMILLIN** - Male, 42. Industrialist and founder of the Meditech Corporation. He always wears a flower on his lapel and carries a pistol for protection.
- **MARLISSA SUPRA** - Female, 28. Sexy trophy girlfriend of Dane Dommillin. She has a penchant for popsicles and carries a thermal purse to store them.
- **SINJIN HASMUTH** - Male, 33. Self-help guru and public personality. Always smiling, he’s a bit slick and oily. He carries a man-bag that is filled with copies of his self-help book as well as some illegal painkiller drugs.
- **ANTOINETTE LOFFICIER** - Female, 35. Wealthy heiress to the Lofficier fortune. She carries a flask of alcohol in her purse and is prone to embarrassing outbursts when she is overly intoxicated.
- **GEMMA ZELARY** - Female, 45. Professional athlete for the Lumos Nightriders laserball team. She is strong enough to kill with her bare hands, but attractive enough to be pursued by most bachelors.
- **NILOS COSTAS** - Male, 38. Male model and representative for Phoenix Cologne. For personal protection he carries a tazer pistol, for which he is licensed.

## THE BIRD MAN

- **DARWIN PAPUS** - Male, 26. A young inventor who has invented a personal anti-gravity flying device that includes wings. Flighty and unaware, he decided to test his new invention on the very day of the eclipse. As the sky darkened he started losing vision and looked for the nearest place to land. He is totally innocent.



## LOCATIONS GAZETTEER: BONNIMAR



**A TIGGEL IS IN THE FOREFRONT OF THE PHOTO AND ITS FAMILY IS TO THE RIGHT**

Bonnimar is the second planet of five planets that orbit the sun of the Heliox System. The other planets in the system are atmosphere free rocks, but Bonnimar is an Earth-like planet with breathable atmosphere and life.

At first glance Bonnimar seems uninhabited by intelligent life. Visitors landing on the planet will notice open plains, green meadows, spares trees and forests, and even vegetation covered mountain ranges. The planet seems like a paradise, with fresh water and very few large or dangerous animals, and also very few infectious or dangerous bacteria or viruses. The air is fresh, and the air is temperate and comfortable, with only a flux of around 20

degrees Fahrenheit during the whole 200 day-long year at any part of the planet.

What is unique about Bonnimar, is that it is in fact inhabited by a race of plant creatures called Tiggels. The Tiggels are an advanced species that has evolved to look like small squat trees or bushes. The Tiggels can move, but usually do not do so when visitors are present (unless in an emergency). When they do move it is a bit slow (at about turtle speed). As such, Tiggel family groupings tend to stay near one another. Tiggels are highly telepathic and can communicate with their minds to other intelligent species, if they choose to. Likewise, the Tiggels have advanced technology, though they use an advanced understanding of the natural world to create their technology. They live in harmony with the other living creatures around them. For example, to pump water from the ground, Tiggels use trees that naturally draw the water from below ground, and then also siphon it off by attaching their branch-like appendages to drink the water themselves. For defense, Tiggels are able to use their telepathic abilities to drive large creatures or invaders away, by placing images in the minds of the visitors or animals that scare them away. Tiggels are also able to create a psychic blast that can do harm if needed. Fortunately, the Tiggels are generally friendly and welcoming, but they like their planet and the harmony they have created with their ecosystem. They will allow visitors to stay no longer than a week and will politely ask them to leave them the planet in peace.

Generally the planet Bonnimar is a welcoming place that visitors find is calm and idyllic and features an unusual life form that most players will not discover unless the Tiggel choose to identify themselves.



### BONNIMAR ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew encounter an expedition of extraterrestrial scientists that have landed on Bonnimar. The scientists are getting headaches and the scientists are seeing things, such as the trees and plants around them moving. It turns out that the Tiggels are unable to communicate with the aliens species that has landed, and their telepathic attempts have accidentally caused the visitors pain. The TARDIS crew need to act as middlemen in communications between the species. Unfortunately, the expedition is searching for new places for their own species to expand to, and they are not too happy that Bonnimar is inhabited by sentient bushes...
- The TARDIS crew lands on Bonnimar, and explore the planet. Suddenly one of the crew decides to attack a plant and destroy it (by whatever means are handy, such as an energy weapon, axe, or pulling the leaves off and uprooting it). The group is psychically attacked by the Tiggels who want to stop the murderous rampage. But the crew member has no memory of the event. It turns out that another Tiggel has committed murder, by taking over the mind of the TARDIS visitor and committing the crime. Can the crew ferret out the evil Tiggel before another death?



## LOCATIONS GAZETTEER: STONES OF PERPETUAL CLARITY

Stones of Perpetual Clarity is the seventh planet in the Comeezon System. All of the planets that orbit the star Comeezon are gas giants, and Stones of Perpetual Clarity is no exception. What is interesting about this planet is that the surface of the planet (near the core) is covered in a sea of liquid nitrogen. Anyone placing their hand in it would have the appendage immediately freeze off (and if struck it would shatter). So there is extreme danger. But interestingly, one can breath in a layer of nitrogen, hydrogen and oxygen that is trapped between the sea of liquid nitrogen and the heavy clouds of Nitrogen gas that hang in the upper atmosphere. Enough light comes from the nearby star, that this habitable layer between the sea and the clouds goes through a light and dark cycle every 40 hours (20 hours of light, and 20 of dark). Also there are a number of plants and animals, such as moss and lichens, birds and rats and so on, that happily live in this strata of the planet's biosphere.

Most interesting is that there is a series of connected stone islands that rise out of the liquid nitrogen sea. Two large ancient castles dominate this area, as well as empty towns in which homes are built out of rock. Perpetual torches of flame burn in the homes and the walk ways. The torches seem to effervesce a steady flame through some unknown means that burns pure oxygen. As such, the Stones of Perpetual Clarity are dark and shadowy.

However, how these structures were formed, or who once made them is lost to the ages. The TARDIS data banks will not contain any information on the Stones of Perpetual Clarity other than its name and location. Whether only the ancient Gallifreyans knew how the place was formed, or if the knowledge was erased from the data banks, the origin of this location is unknown. The Stones of Perpetual Clarity is a setting best used for an unexpected revelation in ones RPG and as an unusual, empty and creepy location.



## STONES OF PERPETUAL CLARITY ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew land on the planet to discover that there are many children here, about to cast another child into the sea of liquid nitrogen. It turns out a passing vessel transmatted the children to the surface, before their ship broke up, and the kids have formed their own sadistic *Lord of the Flies*-like society. The crew need to win back the children's confidence and eliminate the bad influences before helping them off the planet.
- The TARDIS crew discover the TARDIS cannot dematerialize. Some force is holding it there. The crew must discover the ancient tractor beam, disable it, and figure out who might be here that activated it.



## **LOCATIONS GAZETTEER: THE FIFTH MOON OF ASTERIX**

The Fifth Moon of the planet Asterix is an interesting location in the universe. The planet Asterix is the third of seven planets that orbits the star named Polorius. All seven of the planets are gas giants that failed to form into stars in their own right. As such, none of the planets themselves are habitable. Each of the planets has a large number of moons due to the large gravitational pull that each exerts. The third planet in the system is the Jupiter-like gas giant Asterix, which itself has thirteen moons. None of these moons, bar one is habitable. However, the fifth moon on the planet can support life and as such is occasionally visited by passing space travelers who then discover the unique properties of the moon.

When the Fifth Moon of Asterix was first formed its molten core of rare earth metals were twisted and turned by the heavy gravitational forces of the other giant planets in the system. As a result, these metals formed large veins that reach throughout the moon and formed spires of metal that reach from deep within the planet and pierce the surface in twisted spirals that stick out of the surface of the planet, creating a unique landscape. These metal spires of rare earth metals create a unique electrical field on the surface of the moon. The result is that there is a very strong magnetic field that dampens virtually all electronic and electrical devices on the moon's surface. All spaceships, for example, lose complete power and find themselves stranded on the planet unless their drives are chemical and mechanical in nature (TARDISes being extra-dimensional are unaffected). Devices such as energy weapons, tricorders, sonic screwdrivers, communicators, and other electrically powered or electronically operated items will not work on the surface of the planet at all. However, mechanical or chemical devices unaffected by strong magnetic fields, such as chemical light sticks, firearms, mechanical winding watches, and so on, will work without any interference. It is possible to defeat the moon's magnetic field by setting up a force field that prevents

the magnetic forces from reaching the components that would be affected. The field, however, must be tuned to the moon's exact frequency which is hard to find (causing most ships visiting the planet to become stranded).

Because of this magnetic field effect, there are a number of disabled spaceships on the surface of the rather desolate sand strewn and rocky planet. In general the planet seems desert-like, though there are sometimes clouds and it does rain on the planet (allowing the inhabitants of stranded ships to gather water for survival). Those smart enough to follow the various spontaneous creeks and rivers that are formed by the sudden rainfall are sometimes able to track the water's path to various underground caverns that can be found under the surface of the moon.

Under the surface of the planet can be found lush green plant-filled caverns. Illumination is provided by arcing electricity generated by the rare earth metals under the ground as they are charged by the solar radiation above the surface. This electrical discharge provides enough steady light to illuminate the underground caverns and is generally safe unless one is directly in the electrical arc. This arcing also ionizes the air and provides fresh breathable air underground. Thus there is plenty of water and food in this almost paradisiacal hidden world. There are hundreds of these caverns located underneath the surface of the planet.

Survivors of a number of the spaceship crashes have discovered these underground caverns and some have moved into these caverns for survival. There are numerous communities in these caverns. Some are unaware that there are even other people on the planet. Others are a mix of species from many different crashes, and some have even built small cities in their caverns, complete with cathedrals, buildings and homes. Due to the electrical field dampening that occurs most of these communities have a steampunk-like reliance on mechanical technology. Some of these cavern communities are also aware of some of the others, though this is generally not the case.

The Fifth Moon of Asterix can be adapted to a campaign in any way that a GM sees fit. One can only use the effects of the surface if one wishes. It is also a great place to use to strand the TARDIS crew for a mini-campaign as they try to get (or make) repair parts for their TARDIS for instance.

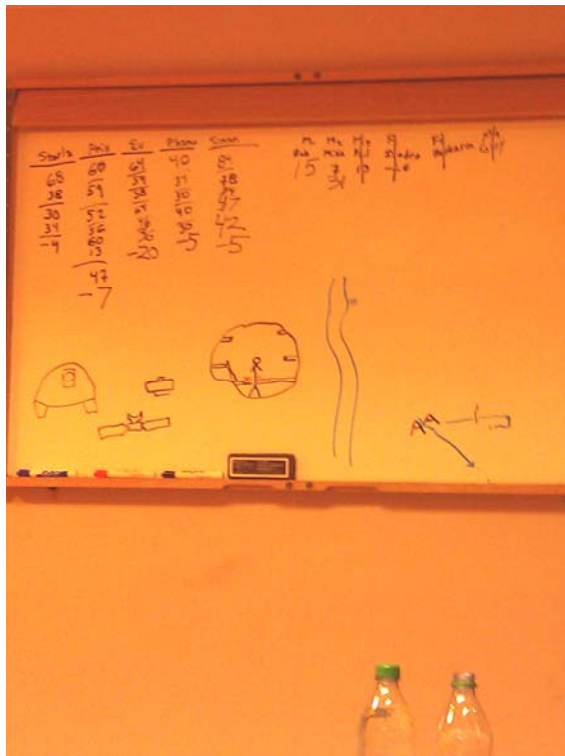


UNDER THE SURFACE OF THE MOON

## FIFTH MOON OF ASTERIX ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew encounter two military spaceships that have crashed on the surface of the planet after a battle with each other. The soldiers are still bent on fighting each other, but without cooperation they will not survive, and the only way for them to get off-planet is to salvage parts of each of their ships to make a single working one.
- The survivors of a crashed spaceship discover one of the underground caverns, where they plan on staying for a while. However the survivors are split into two factions, one with strong religious ideas that believe they should have a religious community, while the others want a more secular society. Can a compromise be reached?
- A number of survivors of a spaceship crash find a cavern, and in it the "survivor" of another crash. But it turns out that the "survivor" has been banished from another community. The lone "survivor" tries to influence the other group and organize them to take arms and get the better resources from the people in the other cavern system. The group must balance their survival needs with the ethical considerations of the survival of others.



Starla	Aris	Eu	Phana	Simon
68	60	64	40	84
38	59	59	34	78
30	52	58	30	84
34	56	64	40	47
-9	60	46	30	42
	13	36	-5	-5
	47	-20		
	-7			

AFTER OUR RECENT "TOTAL PARTY KILL" PLAYERS QUICKLY USED CAMERA PHONES TO DOCUMENT THE EVENT

## GAME MASTERING TIPS: A LOOK AT TOTAL PARTY KILLS

At one time or another most role-players go through the infamous event known as the Total Party Kill, or the "TPK" as it is often known as. It is that unexpected moment when all of the characters in an adventuring party find themselves on the wrong end of the dice and not a single character survives to the end of the module. The whole party is dead. The game is over. There's nothing else to do...

In our DDWRPG *Doctor Who* campaign we recently had a total party kill happen to our group. The last one that we had in the campaign was 24 years ago. It is not something that happens very often, especially once you are playing with more experienced players who play more judiciously and are not afraid of being called "cowards" for having their characters run away from danger. But in this case the villains got the best of the TARDIS crew and not a single person returned to tell the Time Lord, who did not participate in the adventure, that the others would not be returning to continue their adventures. The villains came out on top and escaped to boot!

### POINTS TO CONSIDER

The following are some items that GMs should consider when finding themselves presiding over a total party kill:

- **Make sure that the dice rolls and the game is fair.** Players will consider the situation fair if the events and random die rolls are done in the open and explained before the roll. See DDWRPG Issue #1 for a look at character deaths in general and some related GM advice.
  - **Talk about the adventure after the game ends.** Having players talk about how the TPK unfolded is an important part of seeing how everything came together. When players see that a changed decision here, or a dice roll there, may have changed their characters fate, the whole event is more epic.
- (continued next page)

Fortunately, there was not a single word of dissent about the events that transpired. The events of the game were played fairly and in the open and the players understood that the circumstances that transpired were not the fault of the Game Master but a confluence of their decisions and of poor luck when dice rolls did not go their way. Often TPKs do not unfold with that level of understanding. There can be arguments about the fairness of the situation and other elements of what happened to put the characters six feet under. To avoid this to begin with, we recommend using the GM Tips we provided in issue #1 of our fanzine in regards to fair Game Mastering and character death that reduces conflict at the game table. We had already followed those guidelines and they did in fact prevent the arguments that some people may have had after such an event. So as we look at the TPK phenomenon, we are more interested in the details of what happens after the event occurs, for there are some affects that one must consider or be prepared



SOME OF OUR PLAYERS BEFORE THEY LOST THEIR CHARACTERS (at a different module)

for.

Just like the Spanish Inquisition, no one expects a Total Party Kill (and if you have a GM that is planning that sort of thing, get out of that game quick)! So when one happens, both the GM and the players are a bit dumbfounded about the events that occurred. A good Game Master should engage the players and discuss the events that have transpired. This dialogue is important for everyone to take in and feel at ease with the traumatic experience that the people at the table went through. Allowing everyone to express their feelings and talk about the “what ifs” that could have unfolded differently in the game helps everyone come to terms with the character deaths. If players have invested a lot of personal development and association time with the character they have lost they will have a greater feeling of disappointment and loss. This will most likely register as a longer grieving period, and it may take a longer period of time for the player to come up with a new character concept and desire to play. Give these players the time that they need, but a GM should be encouraging and supportive.

After a TPK, some players act in different ways. Some are disappointed in the loss, others are excited about the new possibilities in the game. Sometimes the players intend to take the campaign in a new direction. As a cooperative game, GMs need to be flexible and realize that some players may want to reinvent the style of campaign they have.

Some players may want the news of the TPK kept in the game, so that other character (and players) who were not present at the event learn about the losses in-game. This can be very fun, and a surprise for the other players. Most players though want to talk about the game with others. Sometimes to bitch about what happened, and sometimes to revel in the game. Being part of a Total Party Kill is a badge of honor for some players. Until you’ve been a part of one, one does not really know what is like to have been there. Before the players leave the game, the GM should consult with the players on how they want to

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- **Allow players to complain or grieve after the game.** They need to adjust to the reality of the game no longer being the same and the loss of the character they identified with.

- **A GM should talk positively about how the players played,** and not talk down to them as if they made the bad decisions about the situation. It is important to keep the TPK blameless and in the hands of fate (the dice) otherwise strong reactions of loss are directed at specific players, which hurts the group and alienates people.

- **Cooperatively discuss with the players how others will learn about the deaths in the campaign.** Sometimes the real impact of a character death happens when the players who were not at the module learn about it. So sometimes the best way for them to learn is in-game then their characters find out. After all, this means learning that a whole group of another character’s friends are all gone. It also may mean that no one talks about the in-game death to any of the other players.

- **Quickly get the players together to make new characters.** The sooner one can do this, the sooner the regular group can continue with the campaign and regular games. If possible, have the players make the new characters before they leave (right after the TPK).

- It is recommended that **the GM should suspend any story arc that they may be working towards.** When new characters are introduced, let them find their way back into the story arc slowly. The new characters need to have the same investment in saving the world from that plot, and that takes some time to build up their history and knowledge of the plot. Giving references back to the heroic actions of the lost characters is a good nod as well.

*(continued next page)*

move forward in the campaign. Keeping the event secret from others is only effective if everyone in the group agrees, but the payoff at the next game can be very exciting if the secret does not get out, and the players see how the other characters (and players) react to the news.

The GM should try to get players organized to ensure that the campaign and gaming group continues. Total Party Kills can often disrupt a games regular schedule and gathering time. Rarely is the same group able to get together at the same time to make their new characters. A GM should try to prioritize a get together with the various players to make their new characters. Well functioning groups may find the players coordinating with one another to choose roles in a well balanced adventuring party. Sometimes players will coordinate to fill the roles in the next group so that the new group functions even more effectively than the previous lost party. While this can be an effective approach, we have found that most players are more interested in creating a character that they will enjoy playing the next time around. This should be the priority, as it ensures that the players have fun at the gaming table. Of course, some of the most mature players have the most fun playing in a well functioning team, so it is possible to have the best of both worlds.

Game Masters should also expect players to try to min/max their next characters, that is to try to get the best stats to prevent a character loss again. Usually players will put extra points towards their Maximum Operating Endurance, hitpoints, or base stats to try to increase their survivability. Likewise, almost all players we have seen try to include armor on their new character's equipment list. Game Masters need to balance the player's desire for increased safety with reasonable limits on what the characters equipment lists or statistics are. It is OK for a GM to tell players that they cannot have those more powerful advantages, and likewise it is also fine for a GM to give a little and let the players have a bit more security.

If a Time Lord was in the group, they may regenerate and be the lone person returning to the TARDIS. If this is the case, the Time Lord should definitely bear the scars of loss when trying to find new companions to join them on their journey. The loss of one close friend is significant, but to lose all at once should be devastating. This should be considered in the personality of the Time Lord in their next regeneration.

Total Party Kills are unexpected events that are usually fairly epic in scale. After all, its rare that a whole group leaves the TARDIS and no one returns. In game, the event should be remembered and be given its truly tragic moment. Perhaps the villains are energized and make significant strides in their success before the new player group encounters them again. An event such as a TPK should be "game changing" in the popular lingo of *Doctor Who* producers. Out of game, the fact that the whole party died should not derail the players from getting back in the saddle and making new characters to play and adventure with once again. The universe awaits and the TARDIS is ready to transport you to new locations and adventures.



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- **Use effective record keeping to remember the TPK.** Players will be talking about it for years, so remembering the details, the characters, and date of the event is worthwhile. Photos of the whiteboard and map were taken right after our TPK. Preserve the history.
- **Keep the campaign going.** TPKs can sometimes derail an entire gaming group, as players have to make new characters and the group needs to once again get together for game sessions, but without a directed goal. Getting the group back on track and back to the table can be a tough thing sometimes, but not always. Each group handles it different, so adjust as needed.



PLAYERS OFTEN SIMPLY WATCH THE EVENTS UNFOLD—POWERLESS TO STOP THEM

# CONFESSIONS OF A HUMAN SUB-CLASS

by John Curtis



An obsessive interest in role-playing is often just one symptom of a personality type that almost always seems to include certain other equally obsessive interests. How many of you are collectors of sci-fi, fantasy and horror books, comics, film and television? How many of you listen to and collect music - or even compose, record, and perform your own? Have you been involved in the making of indy films? Are you a computer-obsessed hacker, perhaps even making your living applying these skills? Are you interested in occultism and Eastern philosophy, stage magic and sleight of hand, model rocketry and the space program, martial arts and firearms? Do you love to talk, incessantly, about your obsessions - particularly with your fellow obsessives who, at least, actually have a clue what you're talking about?

Face it; we RPG'ers are a very specific and unique sub-class of human being. How do we explain our uniqueness? Do we carry an inordinately high percentage of alien DNA inherited from the ancient astronauts (aka elder gods) who interfered with the genetic make-up of our primitive ancestors? Admit it; we've all read Van Daniken, Sitchin, and Lovecraft.

Dare I use the word? Here goes: we're NERDS. C'mon, say it loud, say it proud! Let your freak flag fly! Well, maybe you haven't quite reached this stage of self-realization in your life, but I certainly have. I humbly submit myself as a prime example of the human sub-class in question.

We're all appropriately proud of our hard-earned nerd-cred. So, what better place to confess and put one's obsessions on display than in an RPG zine? Yes, all of the obsessions listed above belong to me. Yeah, John, OWN IT! I confess this in the sincere hope that, in so doing, I can help those in the earlier stages of development to more

quickly reach their own self-realization and ultimately abide blissfully in the state of Nerdvana. Oohmm...

I will even go so far as to show an image of my face, and show pictures of the obsessive shrines I have built to these interests in my home.

Are you in need of confession, brother/sister? Will a similar display of your nerd-cred help you rend the veil and discern the true meaning of your life? If so, perhaps this zine will provide you with a little space to put your obsessions on display for the edification of your fellow obsessives. So, whip out that just-came-out-on-the-market state-of-the-art computing device you just had to have, and start confessing. Enlighten me, an avid reader of this zine. Enlighten the others. Write and send it in. We, your fellow nerds, are interested.



SHRINES TO NERDDOM



## VACATION ADVENTURE MODULES

Every now and then a Game Master should throw an adventure module together that is not really an adventure module, but rather a look at a day in the life of the TARDIS crew. In our campaign, we usually call such adventures “vacation modules” and the running joke is that “vacation modules are never a vacation”.

Interestingly, there are many examples of the TARDIS crew trying to do similar things in the *Doctor Who* series. Often, the Doctor and his companions are really looking for an enjoyable experience to participate in without any danger. Some examples in the series are the Doctor, Ian, Barbara and Vicki enjoying a Roman holiday for an extended period before Ian and Barbara are set upon by slave traders in “The Romans”. It might be Doctor and Leela going to the theater, only to get caught up in the events of “The Talons of Weng-Chiang”, or the Doctor, Tegan and Turlough’s visit to the Eye of Harmony to relax and enjoy themselves before the events of “The Five Doctors” dull the relaxing experience. An attempt to see the wonders of Cue Gardens gets sidetracked as the Doctor and Peri get involved in the events of “The Mark of the Rani” and a visit to the last days of Earth find the Ninth Doctor and Rose fighting to save their lives in “The End of the World”. A simple vacation to an art museum lands the Eleventh Doctor and Amy at the doorstep of Vincent Van Goth to figure out what has gone wrong in the past in “Vincent and the Doctor”. But each of these examples demonstrates that the Doctor and the TARDIS crew actually try to relax and enjoy themselves. Just as in our every day lives at work, we look forward to a break when we can set our responsibilities aside. Even in our role-playing campaign, many of the vacations that the characters begin get side tracked into real adventures that the characters must solve. As such many vacations are not a “vacation”.

Most of the Doctor’s many trouble-free adventures are done off screen as he takes Rose to the planet Women Wept, or Amy to Arcadia and the Trojan Gardens. In the series, we do not often see these enjoyable “vacations” played out, as the production team does not want to waste valuable screen time away from the action and adventure. But in a role-playing game the characters can play out these enjoyable moments, and Game Masters should occasionally challenge the players with a module in which there is not a threat. This is often very hard to do, as the players are usually geared up for action and ready to solve any problems that might be at hand. Often these modules really help the players to establish the details and motivations for their characters.

In our experience real vacation modules are often very fun to play as the characters have a chance to enjoy themselves, but are so paranoid about a threat that they expect to encounter that their jumpiness comes to the forefront. As the characters encounter nice non-player characters, the players start regarding them with more and more suspicion as they go about the module. It really drives home how much the characters probably really need a vacation!

Most players do not prefer drama modules in which characters simply interact with one another, but vacation modules often drift into the comedy realm as the paranoia of the characters, and their missteps as a result, really throw the situation off kilter. In our experience, most players actually enjoy the real vacation modules because it changes the standard template of what they expect out of a game. Putting in a module such as this into campaign throws some doubt into the players minds about what they can expect from week to week. Even as they let their own overly cautious attitudes misguide them, the players seem to enjoy the journey and where the misadventure takes them. Real vacations should not happen too often, but just enough that the characters get the fun and paranoia out of their system and experience the game in another way.



I WISH WE COULD RELAX LIKE THIS FOREVER.  
WAIT, WHAT'S THAT IN THE SKY....

## GAMER POLL: FAVORITE CHARACTER LINE-UP

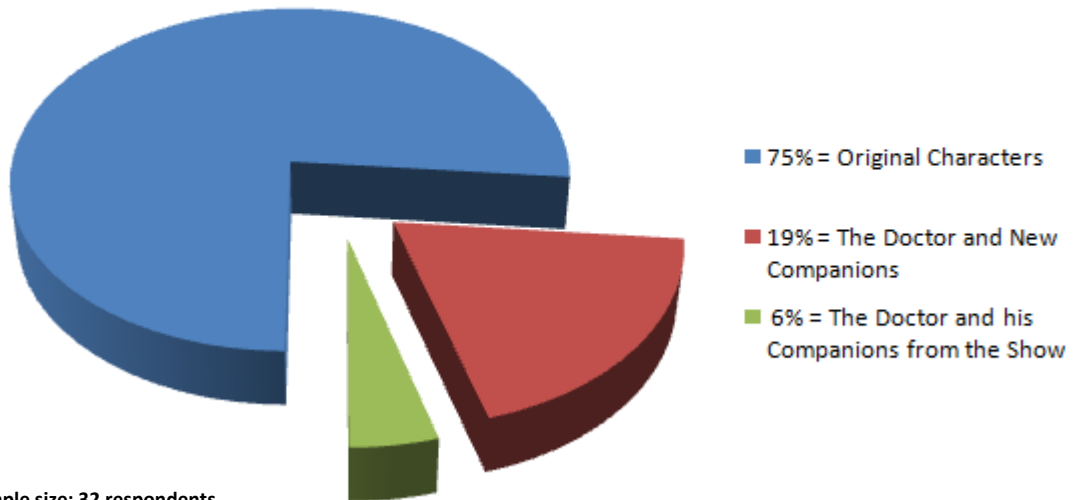
We put the question to our readers “Do you prefer a [Doctor Who RPG] game that features the Doctor and his companions from the show, the Doctor and new companions, or all original characters?” and here are the results of that poll. Most interestingly the gamers that we polled seemed to enjoy *Doctor Who* RPG games that features original characters rather than playing the Doctor and company. One respondent summed this up by detailing “this removes the plot armor problem” of characters being safe from injury or death because they are the Doctor and companion and we know when they die or leave in the series. Next in the poll came playing the Doctor with new (original) companions and bringing up the rear was playing the Doctor and his televised companions.

The results of this poll seem to indicate to us that the world of *Doctor Who* is the most engaging to players, and exploring it freely without knowing one’s fate is most exciting. As one responded added “the Doctor is a broken character and too powerful. When in a party. Often other players turn to that character to solve the whole module rather than working as a team.” Regardless of this poll, play what your group likes.



Sample size: 32 respondents

### Favorite Character Line-Up



# DDW DW RPG

**DIARY OF THE DOCTOR WHO** **ROLE-PLAYING GAMES**



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