



BBC

DOCTOR WHO

DOCTORS AND DALEKS

PLAYER'S GUIDE

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CREDITS & LEGAL

Lead Writers: Walt Ciechanowski, Zak Dale-Clutterbuck

Additional Writing: Will Brooks, David F Chapman, Eleanor Hingley, Andrew Peregrine, John Sewell, Chris Spivey

Editors: Cody Faulk, Christopher Walz

Producers: David F Chapman, Zak Dale-Clutterbuck

Cover: Will Brooks

Graphic Design and Layout: Tom Hutchings, Paul Bourne, Will Brooks

Proofreading: Lore Evans

Cubicle 7 Business Support: Tracey Bourke, Elaine Connolly, Jennifer Crispin, Paula Graham, Andrena Hogan, Kieran Murphy, and Cian Whelan

Cubicle 7 Creative Team: Dave Allen, Emmet Byrne, David F Chapman, Walt Ciechanowski, Chris Colston, Josh Corcoran, Zak Dale-Clutterbuck, Runesael Flynn, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceire O'Donoghue, JG O'Donoghue, and Sam Taylor

Playtesters: Robin Farndon, Phil Hanley, Eleanor Hingley, Seph Steel, Jessica Waters

Creative Director: Emmet Byrne

Publisher: Dominic McDowall

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“Imagine you could go anywhere. Not just a nice trip to Barcelona on your summer holiday, imagine you could go anywhere.”





*This world or countless others, encountering
strange alien species, new cultures, or hostile
environments.*

"Now imagine you could travel to any time. See the pyramids and the Sphinx, discover who really built Stonehenge, meet the first Emperor of Japan, or travel into the far future as humanity spreads to the stars."





“Where would you go?”

"You can go anywhere or anywhen in the Universe. The only thing you need is the power of imagination and a key to the TARDIS."





It's not going to be easy. It'll probably be dangerous. The Universe is a hostile place. There will be fear, heartbreak, and excitement, but above all, it'll be the trip of a lifetime.





CHAPTER 1:

INTRODUCTION

THE TRIP OF A LIFETIME

'And this is the TARDIS. I know what you're going to say, everyone says it when they first step foot inside...'

'Where are all the chairs?'

'Not what I was expecting. It's usually, "It's bigger on the inside," or something like that. The chairs? Hmmm. It's all the running isn't it? I was sure it would have stopped chasing us earlier. After all, it had four times as many legs, which must be exhausting. Just imagine trying to keep track of them all. Anyway, what do you think? Fantastic isn't she? Not only bigger on the inside, but the TARDIS can take you anywhere you want to go. And not just that, she can take you anywhen you want to go too. See what I did there? I'm not talking a nice trip to Scarborough to have chips on the seafront, although, come to think of it, that does sound good. No, I mean going to distant star systems to see the birth of entire civilisations. To the event horizon of a black hole, or to furthest reaches of a galaxy beyond... well, your concept of distance isn't sufficient to comprehend how far it is. And we can go to any time too. Do you want to see the building of the pyramids? The first moon launch? How about seeing it from the moon? Or how far humanity spreads and grows in the future? Anything is possible. You can go anywhere, if you fancy it.'

And you can. Go anywhere we mean. Just imagine it. Being able to go anywhere — this world or countless others across the galaxy. You could see new cultures, strange monsters, or advanced civilisations. How about witnessing history first hand? Discover who (or what) really built Stonehenge, find out if King Arthur really had a round table, or travel into the far future to see just how amazing the human race can be.

All you need is the power of imagination and you can join the Doctor on adventures across time and space.

DOCTOR WHO?

'I'm sorry, I thought I'd introduced myself back when we were running from that spider-shark-thing. I'm the Doctor. Last of the Time Lords. Well, I thought I was. It's a bit confusing to begin with, but stick with me and I'll bring you up to speed. Let's just set off before it tries snacking on the TARDIS. I just need to flick this switch, pull that, and... There. Right, where was I? Oh, yes. Me. Take a seat and... Oh, yes. Chairs!'

You probably already know about the Doctor. The Doctor looks human, but has two hearts, and can regenerate into a completely different body if really badly injured. The Doctor travels through time and space in a ship called the TARDIS (that stands for Time And Relative Dimension In Space). The Doctor can explain the TARDIS better, but it's basically bigger on the inside than it is on the outside. Rooms and rooms of it, from libraries to swimming pools. And it's alive! But outside it looks like an old 1960s police public call box.

The Doctor has been travelling the galaxy for hundreds, if not thousands, of years. Usually, the Doctor ventures through time and space with a handful of travelling companions, sharing adventures with them — showing them exciting moments in history, meeting important historical figures, and investigating disturbances that threaten the galaxy. Those threats can be pretty dangerous too. You may face deadly Daleks intent on eradicating all non-Dalek life, cold Cybermen determined to upgrade the inferior, animated plastic Autons eager to colonise polluted worlds, Zygon duplicates infiltrating positions of power, or face the wrath of Judoon judgement, and maybe more of those giant spider-shark-things. It won't always be easy, but travelling with the Doctor will be brilliant.

**“Is anyone excited?
'Cause I'm really excited.”**

THE KEYS OF SCARAVORE

If you're eager to jump straight into the adventure, **The Keys of Scaravore** is a series of linked adventures sending characters across time and space to encounter Zygons, Draconians, Silurians, and eventually unearthing a terrifying ancient evil. Visit www.cubicle7games.com for more information.

ROLEPLAYING GAMES

This is the **Doctors and Daleks Player's Guide**, a book with the information you need to play the **Doctors and Daleks Roleplaying Game**. If you don't know what a roleplaying game is, this may seem very confusing at first — not unlike stepping into the TARDIS for the first time! If you're completely new to roleplaying games, take a look at www.cubicle7games.com/ for an introduction.

Playing a session of **Doctors and Daleks** is like playing an episode of **Doctor Who** with your friends. The game uses the popular 5th-edition rules (see **The Rules**) to put a little structure on the fun and ensure your adventurous actions remain within the realms of **Doctor Who** possibility. You and your friends each play a character like Yaz, Dan, even an incarnation of the Doctor, or a new character of your own creation. You're in control of what your character says and does, and when they use their special abilities. When the outcome of an action isn't clear, that's when you roll the dice.

The story takes place in your shared imaginations, so you can do anything, and go anywhere — anywhen, too, if you've got a time machine. One player knows the story and what the villains are plotting, and helps to guide the other players as they explore, adjudicating the rules and describing their fantastic encounters. That player is called the Gamemaster, and they act like the director of an episode of **Doctor Who**. The Gamemaster also plays all the weird and wonderful characters you'll meet, and you'll probably meet some very strange aliens — so try to be polite.

