

BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE



10TH DOCTOR
2005 - 2010

THE TENTH DOCTOR SOURCEBOOK

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" My Tenth was Told Not to Blink."

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INTRODUCTION

*“New teeth... that’s weird.
Now! Where were we?
Oh yes! BARCELONA!”*

Just as his predecessor bowed out with a flourish, the Tenth Doctor appeared with a massive grin, boundless energy and a brief experiment with wearing a dressing gown outdoors. That dressing gown (and the satsuma in its pocket) got him through the first of many adventures featuring old foes, new enemies and a string of dedicated companions and friends.

The Tenth Doctor inadvertently caused the Torchwood Institute to be founded and was there when it fell in the Battle of Canary Wharf. He met the Beast at Krop Tor and survived being thrown back in time by the Weeping Angels. He discovered the last thing that he dared hope for – he was not alone – and then had to deal with a new incarnation of the Master. He almost died on Midnight and rescued the Stolen Earth. He brought the Number 200 bus back from San Helios, broke time in half at Bowie Base One and faced down the deranged remnants of the Time Lords returned from Gallifrey.

Allons-y!

HOW TO USE THIS BOOK

The **Tenth Doctor Sourcebook** is primarily a Gamemaster’s resource for running adventures with either the Tenth Doctor and his companions, or in the style of the Tenth Doctor’s adventures. While players will certainly benefit from the background information in this book, particularly regarding the Doctor and his companions (and other information the Gamemaster deems worthy to share!), all of the rules needed to portray the Tenth Doctor’s companions are found in the **Doctor Who Roleplaying Game Core Rulebook**.

This book is designed to be a guide to capturing the feel of the Tenth Doctor’s era and incorporating it into your adventures. Chapter One describes the Tenth Doctor, his companions and his TARDIS. Chapter Two offers advice on how to craft adventures in the style of the Tenth Doctor’s era. Chapter Three lifts the lid on an organisation that has by turns proved a boon and a bane to the Doctor in this era – Torchwood.

Chapter Four looks at some of the most dangerous opponents the Doctor faced, from Davros and the Daleks to the Master and Rassilon himself. After that, we delve into each of the Tenth Doctor’s actual adventures. Each adventure includes the following information (along with some fun extra bits in the sidebars!):

- **Synopsis:** Where did the TARDIS land this time? Who did the Doctor meet and what terrible challenges did he and his companions face? This section summarises the key events of the adventure as experienced by the Tenth Doctor and his companions.
- **Running the Adventure:** If your players are unfamiliar with the adventure then you may want to run it for them. This section gets into the nuts and bolts of bringing the adventure to life and the adaptations necessary when using other Doctors and companions or even running it Doctor-less. This section is also useful for when you just want to adapt bits or ‘re-skin’ it in order to enable players who do remember the original to enjoy playing through a fresh new take.
- **Characters, Monsters and Gadgets:** This section includes statistical and background information on the various non-player characters, monsters and gadgets that the Doctor and his companions encountered over the course of the adventure.
- **Further Adventures:** An adventure is more than the sum of its parts; it’s a convergence of separate elements that may be encountered again (or previously!). The Doctor and his companions have often come across something they’ve experienced before in a new way, whether it be the return of an adversary, the effects of their previous actions on a society or involving themselves again in the life of an old friend. This section includes adventure seeds that build off the elements in the current adventure. While we hope these seeds are playable on their own, they are also designed to spark your imagination when constructing new adventures. Was there an element of a previous adventure that your players really enjoyed or idly wondered what would happen next with it? That’s a great adventure seed for the future!



CHAPTER ONE
THE CHILDREN OF TIME





THE CHILDREN OF TIME



'You take ordinary people and you fashion them into weapons.'

WHO IS THE DOCTOR?

The tenth incarnation of the Doctor hit the ground running and never really slowed down. In his previous incarnation he was by turns grumpy, cheerful and, on occasion, desperately joyous. Most of all though, he was damaged, still carrying deep psychological wounds from the Time War. He viewed saving Rose, and the subsequent regeneration, as an escape and left the stage with a flourish and a final, beaming smile.

That smile was very nearly the only thing to carry over. The new arrival was young, dashing and completely different. It was all a stunned Rose Tyler could do to talk to him before he passed out, sending the TARDIS crashing to Earth in the present day. There, he slept through most of the Christmas Invasion and it fell to Rose, Jackie and Harriet Jones,

Prime Minister to do the best they could to see the invading Sycorax off. When the Doctor woke up, he more than made up for lost time and, despite losing a hand, defended the Earth and toppled Jones' government just in time for Christmas dinner.

That mercurial nature became his defining trait. Talking fast and thinking faster, the Tenth Doctor was often blunt, occasionally rude and always completely entranced by what he was experiencing. Decked out in a variety of excellent suits and trainers, he had horror at his back and love and infinite potential in his future. No wonder there was always so much running.

PLAYING THE TENTH DOCTOR

The Tenth Doctor is a man defined by two things: speed and an overriding sense of justice and pride. He's still filled with regret for his actions in the Last Great Time War and that provides a foundation for everything he does. This Doctor is a man who hasn't



just turned his back on war, but is actively opposed to it. He knows that it's almost impossible to stop conflict once it starts but he also knows what happens when he doesn't try. He's 'The Man Who Never Would' as much as 'The Man Who Regrets' and that all ties into the mystique of him as 'the Lonely God', the last Time Lord. He takes as much pride as he does grief from that title.

That pride is reflected in everything, from how he looks to how he acts. Where the War Doctor was a nomadic warrior and the Ninth Doctor a deliberately anonymous clean slate, the Tenth Doctor is every inch the dapper Time Lord. His suits are sharp, his hair immaculate and the colour of his clothes, and his trainers, a clear statement: he's different, he's here and he's in charge. Combined with his motor mouth and winning charm, as well as occasional bluntness, means there are very few situations he can't talk himself into or out of.

It also gives him a real air of romance. He and Rose fall in love during their time together, whilst Martha (and Jack) both suffer under unrequited crushes on him. It's the loss of Rose, and Martha's subsequent departure that makes him realise how damaging this part of his personality can be.

By the time he meets Donna (again), he's much more cautious. As a result, they are a pair of

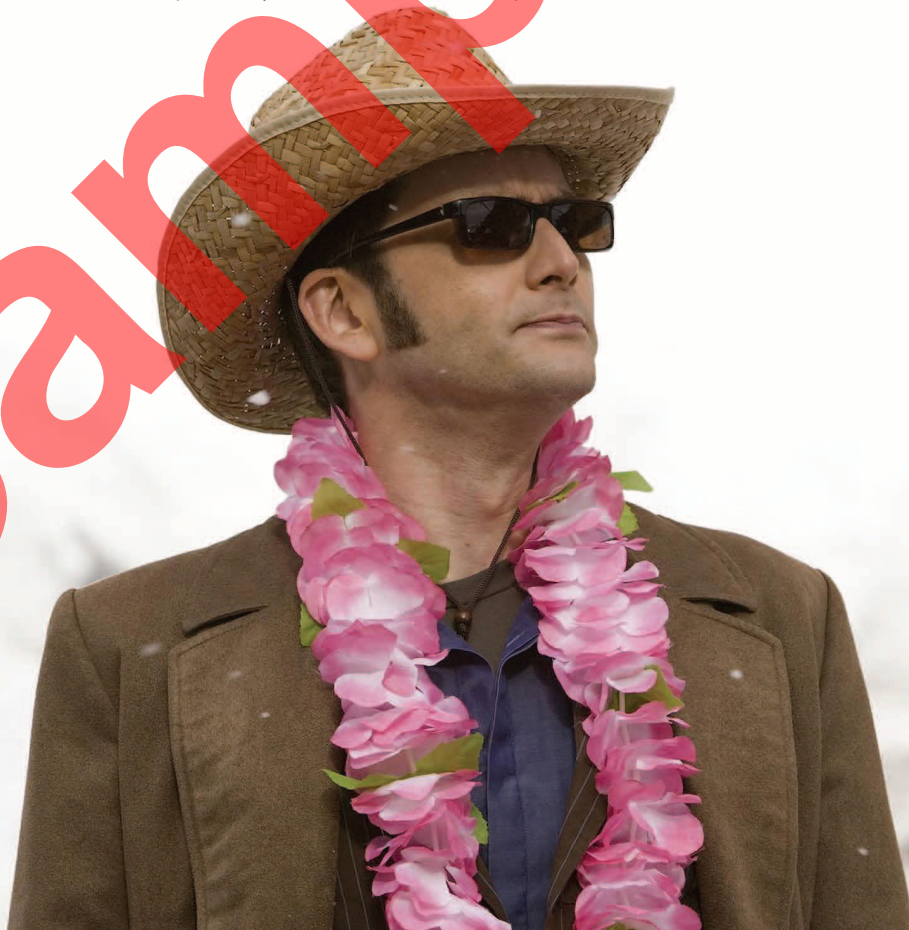
fast-talking chancers bouncing their way around the universe like Morecambe and Wise with a time machine and an open ticket. This is where the Tenth Doctor is at his most exuberant and most relaxed.

The return of Davros, and the Doctor being forced to erase Donna's memories of him to save her life changes that. The wound left by Rose's departure is ripped open and his final days are spent cautiously circling his own mortality. His relief at meeting what he thinks is his successor in Victorian London is as genuine as the anger that fuels his actions on Mars.

This is a Doctor who has played by the rules, championed lost causes again and again, and whose only reward has been to endlessly find himself alone. That comes to a head with his attempt to save Adelaide Brooke.

The Tenth Doctor is finally confronted not only with his pride but with the consequences of it and does the one thing he knows how to do: run. The Man Who Never Would *did*, and in so doing found himself facing the only thing he truly feared: his past.

His final clash with the Time Lords was as much about tying off unfinished business as it was about saving the Earth. He may not want to go, but he has very little left unresolved when he does.



THE TENTH DOCTOR

STORY POINTS



ATTRIBUTES

- 4** AWARENESS
- 4** COORDINATION
- 9** INGENUITY
- 4** PRESENCE
- 5** RESOLVE
- 3** STRENGTH

SKILLS

- 3** ATHLETICS
- 4** CONVINCING
- 2** CRAFT
- 2** FIGHTING
- 6** KNOWLEDGE
- 1** MARKSMAN
- 3** MEDICINE
- 5** SCIENCE
- 3** SUBTERFUGE
- 3** SURVIVAL
- 4** TECHNOLOGY
- 4** TRANSPORT

BIODATA

PERSONAL GOAL

The Doctor. Doctor. Fun. To see everything, do everything, help everyone and run far and fast enough to finally leave his past behind.

PERSONALITY

'Am I... ginger?' The Tenth Doctor is articulate, erratic, forgetful, frantically compassionate, charming and occasionally very rude. He thinks about nine things at once, talks about another five whilst he's doing it and always knows exactly what's going on. There's total focus hidden beneath the constant talking and his enemies never notice until it's far too late.

BACKGROUND

The Tenth Doctor and his companions travel the universe, learning and experiencing everything they can and, on occasion, fighting monsters.

TRAITS

- Alien
- Boffin
- Brave
- Charming
- Face in the Crowd
- Feel the Turn of the Universe
- Indomitable
- Psychic
- Resourceful Pockets
- Run for your Life!
- Technically Adept
- Time Lord (Experienced x10)
- Time Traveller (All)
- Vortex

*Adversary (too many to list)
Code of Conduct
Last of My Kind*

STUFF

- 3D Glasses
- Sonic Screwdriver
- Psychic Paper
- TARDIS

Time Lord

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THE TENTH DOCTOR'S COMPANIONS AND ACQUAINTANCES

This Doctor may feel like he's alone but, as Sarah Jane Smith says, in reality he has the biggest family of all. Some companions are only brief visitors, some leave an indelible mark but the Tenth Doctor is far more welcoming than his predecessors. His only problem is when a companion leaves; he knows they will, he expects them to but after the loss of Rose it's one of the very few things that will cause him to panic.

ROSE TYLER

Rose travelled with the Ninth Doctor, absorbed the Time Vortex and was there when the Doctor took it back. She saw his final moments, saw him change and was, for a while, unsure what to make of his replacement. However, the pair soon hit it off and Rose's adventures with the Tenth Doctor brought her closer and closer to him. They eventually fell in love, but were separated seemingly forever when Rose was trapped in a different universe. She returned years later to help rescue the Stolen Earth and was reunited with the Doctor's human clone.



As a companion, Rose is as good as they get. She's smart, pragmatic, compassionate and aware of her surroundings and the consequences of her actions. She and the Doctor have a shorthand way of talking that shows just how close they are. This is, for them, wonderful but can come across as smug or annoying to others. Mickey certainly takes a while to get used to it. Rose is very close to the Doctor, Mickey and Captain Jack. A seasoned time traveller, Rose has come a long way from the Powell Estate but the grounded, sensible approach to life she found there remains her defining trait.

MICKEY SMITH

'What's a horse doing on a spaceship?'

Mickey Smith's time on the TARDIS was short but memorable. He was overjoyed to get a spaceship 'first time' with the *Madame de Pompadour* and adapted well to the stresses and dangers of time travel. But it was the trip to the other Earth that changed Mickey's life forever. Years before, Mickey had been consumed with guilt for not being home to help his Gran the day she died and he leapt at the chance to change that. He also took the opportunity to leave Rose behind and make peace with their relationship. It was time for Mickey to have a life of his own. Not to mention someone needing to lead the fight against the Cybermen.



Mickey has a much better relationship with the Tenth Doctor than the previous incarnation. He's also close with Captain Jack and has moved from Rose's sort-of boyfriend to her trusted confidant. Mickey is older, wiser and calmer, a gifted, brave man with a life of his own to lead.

MARTHA JONES

Martha Jones is the bravest person the Tenth Doctor has ever met. The only adult in her dysfunctional family, Martha and the Doctor met when he had himself admitted to the hospital she was training to be a doctor at to check on something 'odd'. The something turned out to be a Plasmavore and before the day was over the pair were taken to the Moon, questioned by alien police and stopped an EMP bomb wiping out half the Earth. Martha acquitted herself nobly and together they travelled to see Shakespeare, the Moon Landings (3 times) and the far future.

But the rise of Harold Saxon, and the year Martha spent walking the Earth, helped make up her mind. She would never be Rose, the Doctor would never fully get over her and she was not prepared to walk in anyone's footsteps. With her family in need of her, Martha left the TARDIS to help care for them.



Later, working for UNIT, she returned to enlist the Doctor's help against the Sontarans, was snatched up in the events leading up to the birth of the Doctor's daughter and was put in charge of the Osterhagen Key during the Daleks' theft of Earth. She went on to work with Torchwood and ended up going into business with her new husband, Mickey Smith.

Calm and grounded as only a doctor can be, Martha gets on very well with the Doctor, Jack and Donna.

CAPTAIN JACK HARKNESS

'I've MISSED this!'

After taking the 'long way' home, Captain Jack had a rough few years. Struggling to come to terms with his own immortality, Jack fell into working for the Torchwood Institute in the Victorian era. Becoming one of their first, and longest serving, agents he helped police the Cardiff Rift and was a vital member of several Torchwood units. Not all his work was happy; Jack is still haunted by what they did to appease the 456 but he did what good he could and he got on with his life.

By the early 21st century, it was clear that wasn't enough. Jack had become a bitter, secretive man who rarely left the Hub, Torchwood Three's base beneath Cardiff. Increasingly alienated from his team, Jack seemingly gave his life in service. Staying dead for

longer than he ever had before, he woke up just in time to hear the TARDIS arrive to refuel. Jack leapt aboard and he and the Doctor were reunited at the end of the universe. There, they made their peace with one another and Jack became a vital part of the plan to stop Harold Saxon. Jack returned to Torchwood reinvigorated. The Face of Boe was back.



Jack is a veteran time traveller and his effortless charm means he gets on particularly well with Rose and Martha as they 'survived the end of the world together'. He and Mickey are also close whilst his relationship with the Doctor is one of relaxed caution. Jack is a Fixed Point, something Time Lords can't stand. But he's also a friend and utterly dependable in a crisis.

You can find out more about Torchwood – including Jack's team at Torchwood Three – in **Chapter Three: Torchwood.**

DONNA NOBLE

'I ain't matin' with you, sunshine!'

The first time she met the Doctor, Donna wanted nothing to do with him. As far as she was concerned he'd kidnapped her on the most important day of her life. That soon changed when she discovered the Racnoss' plan and the role her fiancé had played in it. She not only helped save the world, but saved the Doctor when she persuaded him to leave before he went too far. She turned down his initial offer of a place on the TARDIS and went back to her old life.

A year later she couldn't quite get over her adventure with the Doctor and was scouring the country looking for him. They were reunited at Adipose Industries and this time she couldn't wait to join him.

