



## WHAT'S IT ALL ABOUT?

This book will provide you with detailed new information on Time, Time Travel and Time Lords in *Doctor Who: Adventures In Time And Space*, including:

### THE SHINING WORLD OF THE SEVEN SYSTEMS

This chapter covers the basics of Gallifreyan culture, history and law. Here you'll learn where the Time Lords came from, how they live and how they see the universe, which is particularly useful for those who wish to play as the Doctor, as another Time Lord of their own creation, or even as a regular, non-Time Lord Gallifreyan.

### I WALK IN ETERNITY

This chapter expands on Time Lord character creation, with new Time Lord specific Traits and options. It also provides advanced rules for regeneration to use when your Time Lord's renegade activities finally catch up with them.

### TEMPORAL MECHANICS 101

This chapter discusses the physics of Time, including description and rules for various temporal phenomena, like Temporal Nexus Points and the Blinovitch Limitation Effect. It also includes a selection of time travel mechanisms and expanded rules for Time Travel.

### THE TARDIS

In this chapter, we talk TARDIS, including descriptions of the various rooms, systems, special manoeuvres and other features that make it the most advanced time travel device in the history of the universe. There is also a new system for creating a unique TARDIS for your Time Lord character.

### THE GAMEMASTER SECTION (SPOILERS!)

The back half of this book contains information that only the Gamemaster should see, including secret Time Lord histories and technology, adventure outlines and the biodata extracts for infamous Time Lords. If you are a player, you should avoid reading these chapters as they may spoil surprises that might be in store for you!



## HOW TO USE THIS BOOK

There's a lot that's new in this book and that includes a few new rules concepts that need some explanation before we go any further...

### DICE CONVENTIONS

Occasionally you will be asked to roll an odd number of dice, like a D6 or even a D3!

The 'D' part is easy, it simply means roll a Die. In the case of D6, it means roll one six-sided die, i.e. one of the dice included with the main game. A number in front of it means to roll multiple dice, so a 3D6 means roll 3 six-sided dice and add them together. A number following the die result means to add or subtract that number from the total rolled, 2D6+2 means to roll two dice, add them together and then add two to the result.

'So where in the heck do I find three-sided die?' you might ask. You don't need to. Simply roll a single six-sided die, but halve the results (rounding up), so a 1-2 becomes a 1, a 3-4 becomes a 2 and a 5-6 becomes a 3. Easy peasy.

### REROLLS

Sometimes, a character might be so accomplished at what they do that they can quickly identify and correct problems that pop up unexpectedly, averting disaster at the last moment. Others are just so lucky, they find that when faced with a wide selection of equally good and bad probabilities, fate tends to ease them down the most favourable path. To represent this in the game, when rolling on the Regeneration, Misjump and TARDIS Damage tables, you will sometimes be given the option to reroll the dice. There are two types of rerolls:

#### Reroll

For every Reroll you may reroll the die result, but you must use that result instead, even if it is worse than the previous one.

#### Pick

For every Pick you may reroll the die result and choose the best or most desired result from that roll or the original. You may use multiple Rerolls or Picks on a single roll if you like, using the last result rolled for Rerolls or choosing from all the available results for Picks.

## WIBBLY-WOBBLY, RULESY-WULESY...

This book is designed to provide expanded tools for those who like a bit of detail in their campaign, but all of the rules included are optional. It is up to your Gamemaster to decide what to take and what to leave behind, although it is assumed that you will work together to make that decision.

It is also important to note that you should avoid taking the information in this section of the book for granted! Not only does the Gamemaster's Section include more in-depth and secret information that even a

Time Lord might not know, but it is the Gamemaster's prerogative to keep your adventures fresh and exciting! A powerful temporal villain can often bend the rules when they need to, just like Dalek Caan did when he breached the Time Lock around the Time War. So while a true Time Lord knows the Laws of Time, he also knows that, sometimes, those laws can be bent...

### MANUAL OVERRIDES

For those instances when you absolutely have to land in the vicinity of the right coordinates, it is imperative that you shunt damage away from critical systems, or you positively *have* to be ginger when you regenerate, you may spend one Story Point to pick the result of your die roll **before** rolling on the Regeneration, Misjump and TARDIS Damage tables. Once you roll, you can only use Rerolls and Picks.

In addition, instances where the specifics of the roll result are determined by the GM, a Manual Override allows you to determine them instead. The only limitations are your imagination, the original parameters of the roll chosen and GM fiat. You could use this to give yourself a slight advantage, or, you might disadvantage yourself even more in order to earn additional Story Points, if it makes the adventure more exciting!

**Example:** *Amy and Rory are trying to land the TARDIS without the Doctor, who has been snatched from the ship by a mysterious force. They are pretty much doomed to failure and an automatic misjump unless they spend a massive amount of Story Points. They opt to take the misjump, and try to minimize its effects instead.*

*Rory's player spends a Story Point and says 'fortunately, the Doctor installed an emergency fail-safe override for just this occasion and told us, if we were ever in need of it, it would set the TARDIS on a hardwired course back home.' As their original destination was Ploticon III in the 24th century, Rory's player uses the Story Point to automatically gain the 'Spatial and Temporal Misjump' result.*

*The next roll is for Spatial displacement and Amy's player kicks in another Story Point to determine that the TARDIS will land inside their home on Earth. Rory spends another Story Point for the Temporal displacement and they land just minutes after they last left.*

*So for a mere 3 Story Points, the couple are back home, safe and sound. Now they just have to figure out how to find the Doctor again...*

Note that the GM has final say on whether Manual Overrides are allowed in their game, and may even disallow them on a case by case basis if they think it will derail the adventure.





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