



BBC

DOCTOR WHO

THE ROLEPLAYING GAME
SECOND EDITION



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Doctor Who: The Roleplaying Game is powered by the Vortex System,
designed by David F. Chapman.

Published by Cubicle 7 Entertainment Ltd.,
Unit 6, Block 3, City North Business Campus, Co. Meath, Ireland.

Find out more about us and our games at
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Last Updated: 11 August 2021

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CHAPTER ONE

**LET'S GET A
SHIFT ON**

📍 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? Hmm. 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? Want to see 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 follow the Doctor on her adventures across space and time.

📍 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. She looks human, but she has two hearts and when she's really badly injured she can regenerate into a completely different body. She travels through space and time in her ship called the TARDIS, which stands for Time And Relative Dimension In Space. The Doctor could explain it better, but basically the TARDIS is huge on the inside. 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 around space and time with a handful of travelling companions that she can share her adventures with — 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 Daleks, Cybermen, Autons, Zygons, Judoon, and maybe more of those giant spider-shark-things. It won't always be easy, but travelling with the Doctor will be brilliant.

🎮 Roleplaying Games

You may be wondering what a roleplaying game actually is. Roleplaying games are shared storytelling where you and a group of friends get together and create your own **Doctor Who** adventures. Everyone plays a **character** like Yaz, Graham, or even the Doctor — or a new character of your own creation. Unlike games you're probably familiar with, there is no board, but if your characters try to do something tricky, you roll dice to find out if they succeed.

As you're not limited by a board, you can do anything, go anywhere. All of the action takes place in your imaginations, and the story is told through your interaction. One player, however, knows the story and knows what the villains are plotting, guiding the players as they explore and describing their fantastic encounters. That player is called the Gamemaster and they are like the writer and director of a **Doctor Who** episode. The Gamemaster gets a

whole chapter to help them make the adventures as exciting as possible (see **Chapter Five: Hold Tight and Pretend it's a Plan** on page 160).

The other players get to be characters racing across the universe to save it from hostile threats. Who exactly they are can be completely up to you.

🗨 Characters

'But enough about me. I know we haven't had much time to introduce ourselves, what with all the running from that thing. You know I'm the Doctor, but who are you? I don't mind. I travel with all sorts of amazing people. Scientists, journalists, air-hostesses, teachers, and refugees. I've been travelling lately with some brilliant people. One's a police officer, one's training to be an engineer, and the other drives buses. How brilliant is that? I'll introduce you to them in a sec when we've picked them up. So, what do you do?'

In **Doctor Who: The Roleplaying Game** you play a role, or character. You can be absolutely anyone you can imagine, like the Doctor or one of her current travelling companions, or maybe a Sontaran librarian, a cyborg romance novelist, a worker in a cat sanctuary, or a disgraced warrior from an alien species we haven't even seen before in the Doctor's adventures. You choose what your character says and does, where they go, and how they feel.

You have a character sheet that tells you how strong or how smart they are, and gives you an idea of how good they are at certain skills like sneaking about, talking their way out of trouble, or possibly fixing a damaged machine.

When your character attempts to do something difficult and there's a chance that you might fail, you roll a couple of six-sided dice and, with the adjudication of the Gamemaster, find out if you were successful or not.



🕒 **Gamemaster**

The Gamemaster is the key player who starts the conversation off by describing to the players what is going on, works out what actually happens after you've rolled those dice, and has the final say on how the rules come into play.

The Gamemaster also speaks for all of the other people that you meet on your adventures. They can be helpful, informative, or just witnesses to the events. As they don't really have a player (other than the Gamemaster) they are called Non-Player Characters (or NPCs for short). They can be friends of the characters like Kate Stewart or Jackie Tyler, reinforcements when things are going rough, or just a nosey police officer wondering why there's a 1960s police box on their beat. They can help, be a red-herring, or a great source of information.

If the GM-controlled character is out for universal domination or destruction, they are called Villains. These include aliens, rogue time travellers, and other monsters that are trying to dominate, destroy, or corrupt the peaceful civilisations and communities. Their evil schemes will need to be thwarted by our time travelling heroes during their adventures.

🕒 **Adventures**

Each adventure is like an episode of **Doctor Who**, though instead of lasting fifty minutes on the television, it can take an evening to play. If you don't get the whole story finished in a few hours, you can always stop at a dramatic moment and continue the adventure next time — a bit like a two-part story in the series. There is no formal beginning or end, just play as long as you like.

There are no winners or losers in tabletop roleplaying games. The objective is to create a story, engage in some spontaneous and often hilarious conversations, and for everyone to have a good time with a bunch of friends. It's a great social activity that doesn't involve computers, phones, or dimensional field extrapolators.

🕒 **Rolling Dice**

Most of the game is played by simply talking — describing your actions, what your character is saying, and trying to solve the mystery.

However, any time you want to do something where there's a chance you may not succeed, you'll need to roll some dice.

