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DOCTOR WHO

ADVENTURES IN TIME AND SPACE



6TH DOCTOR
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THE SIXTH DOCTOR SOURCEBOOK

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"My Sixth Is Accompanied By Two Alike"

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INTRODUCTION

'I am a living peril to the universe!'

Flamboyant, arrogant and at first a little frightening, the Sixth Doctor exploded into life following his predecessor's heroic sacrifice on Androzani. His extraordinary dress sense and self-confidence carried him through a rough regeneration, and an even rougher first adventure before he was up and off at a sprint, heading out into the universe to see what he could do.

The Sixth Doctor encountered the Daleks and foiled one of their most evil plans, met an old enemy turned ally and battled the Cybermen of Mondas and helped his second incarnation and Jamie McCrimmon defeat a Sontaran plan to create a working time machine. He clashed with the reptilian Sil twice, returned to Karfel to help solve a problem from his third incarnation and, ultimately fought for his life in a Gallifreyan court against the one enemy he never expected to face: himself.

In this book you'll find details of the Sixth Doctor, his companions, his friends and enemies and all his adventures. So climb aboard the TARDIS, and, although it's tempting, don't make fun of his clothes. Because the Sixth Doctor has an incredible journey ahead of him and you're coming along for the ride.

HOW TO USE THIS BOOK

This book is designed to be a guide to the Sixth Doctor and his era as well as showing you how to incorporate his era into your own adventures.

Chapter One: And Not a Moment Too Soon! describes how to do just that – what makes a Sixth Doctor adventure different from those experienced by his other incarnations. **Chapter Two: The Sixth Doctor and Companions** is packed with character sheets and information on the Doctor and his companions, Peri Brown and Melanie Bush, as well as new traits and tricks for a Time Lord to pull off. **Chapter Three: The Sixth Doctor's Adventures** describes his adventures, while **Chapter 4: The Trial of a Time Lord** takes a look at the series of linked adventures that ended the Sixth Doctor's era, including advice for how to run the trial as a mini-campaign, as well as the seeds for a new campaign.

Each one of these adventures is broken down into the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who was the Doctor with? Who did they meet? What did they discover and how did they solve the problem? This section details each adventure as experienced by the Sixth Doctor and his companions so you can use the events in your own adventures.
- **Running the Adventure:** Here, we discuss each adventure and look at the challenges in how to run it. These sections highlight challenges, big events, pitfalls and alternatives to let you temper the Sixth Doctor's adventures to your own approach.
- **Characters, Monsters and Gadgets:** details the people, creatures and things that the Sixth Doctor meets so you can use them in your own adventures.
- **Further Adventures:** Don't want to run the adventure as it is here? No problem! Three further adventures are seeded in this section, taking characters, ideas or events from the original and building them into a sequel.

Finally, the **Appendix: The Sixth Doctor and the Time War**, discusses how to use the Sixth Doctor's adventures to foreshadow what is to come, as well as presenting some more adventure seeds.





AND NOT A MOMENT TOO SOON!



"Ahhh... a noble brow. Clear gaze. At least it will be given a few hours sleep. A firm mouth. A face beaming with a vast intelligence. My dear child what on Earth are you complaining about? It's the most extraordinary improvement."

Running Sixth Doctor adventures, or even using the Sixth Doctor as an NPC in an adventure of your own, can be tricky. He's not just unlikeable, he's actively a little frightening in his first few appearances and that can make things very difficult for you, to say nothing of the characters that have to deal with him.

When you look at his adventures though, you start to understand why the Sixth Doctor was like he was. He was a man facing a darkening universe, and one where no one, not even his own companions, could be entirely trusted. Some of his bluster was armour, an attempt to protect himself and his friends from the dreadful consequences if he failed. Some of it, it being the Sixth Doctor, was just bluster.

"REST IS FOR THE WEARY, SLEEP IS FOR THE DEAD. I FEEL LIKE A HUNGRY MAN EAGER FOR THE FEAST!"

The Fifth Doctor died as he was born; with a combination of polite bravery and sadness. However, polite is the last word you could use to describe his brash, over-confident successor. The Sixth Doctor's

regeneration was traumatic to say the least, the spectrox toxemia sustained on Androzani causing massive damage to his body. As a result, the Sixth Doctor didn't so much enter the world kicking and screaming as he did loudly and repeatedly proclaiming his relief at being born at all.

This appeared, for some time, as a combination of cruelty and arrogance and it was only after a series of disastrous mood swings that the Sixth Doctor settled down. Even then, Peri took a long time to finally trust him and his mordant sense of humour and ruthless streak could still be disturbing. It was only towards the end of his life, with Mel and Glitz, that he softened, beginning to accept not only his place in the universe but that of others.

Not only that but he learnt a salient point: that his own people were at least as bad as any of the evils he'd faced. His trial was an incredibly traumatic experience for a Doctor who had been born out of the fires of Androzani. He was forced to confront not only the corruption of the Time Lords but the possibility that his whole life had done more harm than good and, terrifyingly, that Peri had lost her life as a result. Whilst he was ultimately vindicated, it's interesting how much more kindly he treated Mel. Whilst we never see how they meet, there's none of the posturing that marked his early life with Peri. Instead, the Doctor is a sadder, more cautious figure,

ready to leave at the first sign of danger rather than running headlong towards it. Whilst he ultimately returns to his troublemaking ways, it's interesting to see the changes he undergoes.

It's particularly interesting when you realise that *Terror of the Vervoids* shows us the aftermath of the trial, during the trial. This is a Doctor whose confidence and arrogance are tempered by how close he comes to losing a companion, the clear implication that he never returns to visit her and the burden of responsibility he feels for her replacement. That emotional journey is a fascinating one and means you can use the Sixth Doctor in very nearly any way you want to. The brash, occasionally violent figure of the first couple of adventures would be a fantastic foil for another Time Lord or could even be a well-meaning, friendly adversary. The quieter, more reticent man of his later years could serve very well as a mentor to a younger Time Lord or group of time travellers, someone who could provide advice or aid when needed, but doesn't feel comfortable doing so without being asked.

Alternatively, a Sixth Doctor haunted – or indeed taken over by the Valeyard – after his trial would be a terrifying opponent. Balancing intelligence and flamboyance with malice and cruelty, he could work as a dark mentor figure, a man quite happy throwing

his younger charges at awful events to 'toughen them up' for what's coming.

Similarly, the Sixth Doctor could work as a fascinating authority figure for a Gallifrey-based or Gallifrey-heavy campaign. Whilst the manic, barely under control figure of his first adventure would be a disaster, the considered, often cunning operator of his later adventures would be a real asset to both a character group and Gallifrey.

When playing the Sixth Doctor, the three key elements are: flamboyance, his companions and the alien. The flamboyance is expressed by everything from his coat to how he talks to people. The Sixth Doctor is a man who makes a statement walking into a room, and then makes that statement another couple of times just in case nobody heard him. His confidence walks hand in hand with that, and is shown in every single one of his adventures. There are few incarnations of the Doctor more willing to stare down an enemy, and even fewer more willing to take incredibly dangerous risks. After all, it's the Sixth Doctor who pretends to defect halfway through the events on Thoros Beta and the Sixth Doctor who, when offered the Gallifreyan presidency a third time, turns it down. This is a man with nothing left to prove, and, weirdly, he insists on keeping proving that fact.



"CIRCULAR LOGIC WILL ONLY MAKE YOU DIZZY, DOCTOR."

If the Sixth Doctor's brief life is defined by change, then one of the few constants are his companions. Peri Brown and Melanie Bush met the Sixth Doctor at drastically different times but their effect on him was remarkably similar.

Peri is one of the great unsung heroines of the TARDIS crew, if nothing else because she'd barely arrived when the Fifth Doctor not only died but was reborn as a very different man. Still reeling from the true nature of the universe being revealed to her, Peri found herself facing down a Doctor with wild mood swings, who even attacked her at one point. Whilst he eventually stabilised, the traumatic nature of Peri's early days in the TARDIS would be enough to drive anyone to ask to go home. The Doctor didn't exactly make matters easy for her either, constantly belittling her or making assumptions on her behalf.



For all that though, Peri didn't just stay, she flourished. She encountered Daleks, Cybermen, Sontarans, a carnivorous Androgum, Sil and the end of Earth itself and whilst she was never unafraid she never backed down. Even her final, nightmarish trip to Thoros Beta showed just how tough she was. Apparently abandoned by the Doctor, she worked with Yrcanos, contacted the rebels and ultimately led a rebellion that freed the Warrior King and the Thoros Alphans and helped ensure Crozier's conscious transferral machine would never be perfected. No wonder she ended up a Krontep Warrior Queen.

Playing Peri at the start of her time in the TARDIS is very different to playing her towards the end. Early on, she's the constant target of the Sixth Doctor's verbal fury but she never backs down, as time goes on, starts giving just as good as she gets. By the time they arrive on Ravolox, Peri's a seasoned, traveller, a woman fully capable of looking after herself in even the harshest situations and, often, bringing the Doctor down to Earth too. She's compassionate, painfully honest and more than a little sarcastic and those qualities only increase as time goes by.

Just as Peri meets the Sixth Doctor at the start of his life, Mel meets him towards the end. He's a very different man by then too, and Mel's one of the reasons why. There's no battle for intellectual superiority as there was with Peri; she's an equal the first time we meet her. Mel's boundless enthusiasm, complete honesty and love of physical exercise are all immediate, visceral things and they're a neat contrast to the Doctor. Like Peri, she keeps him grounded but, where Peri slows the Doctor down, Mel continually speeds him up. The caution and reticence he feels post trial is continually blown away by Mel running headlong into danger, just like, deep down he wants to. They both help him grow, and heal, but do so in entirely different ways. Or, to put it another way, Peri stops him getting into too much trouble and Mel stops him getting into too little.

THE 1980S

The Sixth Doctor doesn't spend a lot of time on Earth, but the concerns of the time period, and the sense of the alien that was common during that decade, are present in all his adventures. Each one is flamboyant, the villains' schemes all exponentially larger than they arguably need to be. That's your first hook into how to run adventures in this time period; go big and stay there. A villain wants to escape the solar system? He blows up the sun to propel his ship out. Earth being choked by a Vervoid? The characters have to help UNIT deploy solar mirrors across the entire moon to overload it with sunlight, whilst simultaneously fighting off the Cybermen Expeditionary Force still stationed there. These adventures are crammed full of massive ideas and if you're not running headlong at all of them you're missing some real fun. Throw everything in, all the time and never let your characters draw breath.

At the same time, don't give them anything to rely on. The trial finishes with the revelation that the Time Lord High Council have committed an all but unforgivable act and they're far from the only ones.

AND NOT A MOMENT TOO SOON!





The good work done by Tranquil Repose and the food factories is powered by Davros, not one but two hijackers are waiting for their chance aboard the Hyperion III and not even the Doctor's old friends can be relied upon to be happy to see him. This is a universe where danger is around every corner, double cross piled on triple cross until the only thing you know for sure is what side you're on. Have NPCs betray them, then cross back over (evening, Mr Glitz) and don't be afraid to question the Doctor's loyalty either.

Even the Doctor's legacy is under threat. As well as the Valeyard and the apparent death of the Second Doctor this set of adventures also features a return to Karfel and the discovery that the Third Doctor inadvertently enabled the creation of the Borad. The Doctor causes damage as well as heals it, and that's something that will become central once you get to the trial. Keep him as a mercurial, alien figure and don't be afraid to have situations make him look bad in the short term for the long-term pay-off.

Be prepared to go to extremes. Look at the death of Peri, an event that affects the Sixth Doctor so profoundly that even after it's confirmed her death was an illusion, he's so cautious that he actively wants to avoid an adventure. That sense of mortality, somewhere out in the dark, waiting is something that runs through the entirety of the Sixth Doctor's adventures. People die badly and often as a result of the Doctor's actions. He kills two people – the Cyber Controller and Shockeye directly – which is about as shocking a difference from the Tenth Doctor's 'Man

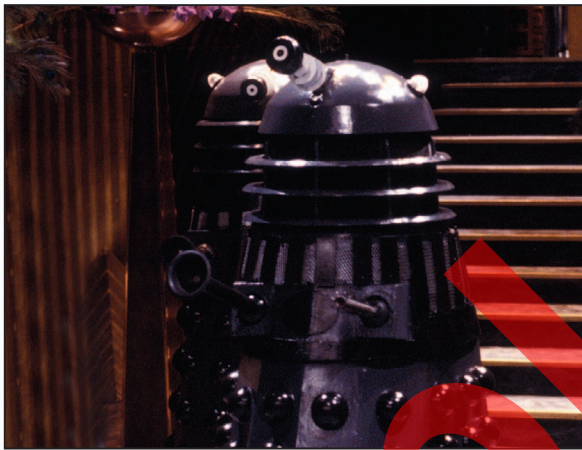
Who Never Would' approach as you can get. This is a dark time, and getting darker and the Doctor reacts to that both through his actions and his jet black sense of humour. Use this to focus on his unpredictable nature. The Doctor is consumed with guilt for killing the Vervoids one minute and quipping as people die around him the next. He's feeling the turn of the universe but, at this time in his life, he's maybe also hearing the sound of the drums.

Finally, balancing the growing darkness is the sort of cheerful excess that suits the Sixth Doctor down to the ground. The faded glory of the Hyperion III is a great example of this, as is Lytton planning a £10 million heist just to get to the Cybermen. Best of all, you have the Borad creating a stable time corridor and never using it for anything other than the occasional execution and Sil enabling the death of people on Varos just to get a better price for the Zeiton-7.

This is a time of massive growth and innovation to the point where some people are growing bored of it and use both that sensation, and the dangerous boredom that goes with it to give the Sixth Doctor's adventures a unique, epic and on occasion unsettling feel. This is a time where everything's possible and nothing's forbidden. Make your villains huge and their plots colossal, make the actions the Doctor needs to take all but impossible and most of all make everything as stylish as possible. This is an era that wears its hearts on its multi-coloured sleeves, and so should you.

THE CALM BEFORE THE STORM

This is discussed in much more detail in the Appendix: The Sixth Doctor and the Time War, but there's a lot of interesting recurrent events during his era. He deals with not one but two illegal time machines, major military operations from the Daleks, Cybermen and Sontarans, and the Time Lords' unthinkable actions. If you chose to, you could tie those events together very strongly to create a very different kind of campaign, one focused on the opening shots of the Time War taking place in an era before anyone has really noticed them.



ADVENTURE SEEDS

Vault of the Daleks

The TARDIS arrives aboard the HMS *Fort*, a secret British aircraft carrier. Co-run by the Royal Navy and UNIT, the *Fort* is en route to the South Pole to investigate the lack of radio contact from a UNIT Science team stationed there. The TARDIS crew are welcomed aboard but the *Fort* soon runs into trouble. The Science Team has discovered a sealed vault, partially exposed by the ice and clearly of alien design. When they open it, they discover thousands of Daleks inside, all dormant. As the crew of the *Fort* clash over whether to destroy the Daleks or use them, the Doctor and his companions must work out why the vault's there and what the Daleks' real plan is.

Notable Characters

Captain Tobias Garske, the commander of the *Fort*, who has orders to retrieve the Science Team and bring them home at any cost.

Professor Nathan Hood, the head of the Science Team and the first Scientific Advisor UNIT has had since the departure of the Doctor. Hood's desperate

to make a name for himself and views the Daleks as an opportunity to do just that.

Professor Hannah Bracewell, the deputy head of the Science Team and adopted granddaughter of the late Professor Bracewell. She recognises the Ironsides for what they are and is torn between assisting Hood in bringing them home and helping Commander Crossley bury them forever.

Commander Elaine Crossley, the first female UNIT field commander, Crossley is career military and lost her mother to a Dalek attack. She has no truck with aliens of any kind and resents the Doctor for not being able to save her mother.

Dalek Kine, a caretaker left behind to look after the vault. Kine has been awake for thousands of years, has been programmed to have a slightly more palatable voice and is quite mad.

Things to Do

Helping the *Fort* out of an ice floe, hacking the door to the vault, accessing the vault's computers, confronting Kine, deactivating the vault Daleks, reasoning with Hood, persuading Bracewell to help, winning over Crossley.

Action Scenes

Bailing out flooded compartments and rescuing crew members on the *Fort*, chase through the vault with Daleks activating the whole time, snowmobile/Dalek chase, fighting off the Daleks attempting to board the *Fort*, covering the scientists trying to send the mass deactivation signal.

Problems

The Dalek vault is a honey trap designed to lure in anyone with the equipment to detect it. The Daleks held inside are an expendable force consisting of failed mutants, dissidents and lunatics who will do anything they can to prove their worth. Kine is psychic and can hypnotise people into doing what he wants. The Daleks are planning to take the *Fort* and use it as a staging post to destroy the planet.

EVERYTHING, OR NEAREST OFFER

The Doctor is asked to attend the first meeting of the Third Zone Worlds' Senate on behalf of Gallifrey. When he gets there, he's not only surprised to find an Androgum representative but no sign of Sil. That changes halfway through the meeting when the Mentor makes his grand entrance, accompanied by Lord Kiv, apparently now in Yrcanos' body.

