

# **The Time Lord Companion**

## **Express Edition**

### **Third Edition – Revised and Expanded**

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## Introduction

This, the third edition of this booklet, was designed as a set of rules to allow published adventures from FASA Corporation's Doctor Who Role Playing Game to be used in the Time Lord environment. To do this, the GM controlled characters and pre-generated Player Characters (PC's for short) need to be converted over to the Time Lord game system. This booklet provides the rules, tables, and guidelines to do this. Included in the booklet are statistics for the Eighth Doctor, presented in May 1996 in a made-for-TV movie shown simultaneously in the United States and the United Kingdom.

The third edition streamlines the rules and corrects the vast majority of errors in the Second Edition. This edition replaces all previous editions. For sake of brevity, the character creation rules created by Ian Marsh and Allen Shock do not appear in this document. They are available on the Internet at the website address at the end of this document. The first edition of this document originally had their rules included with these, but were removed when the Second Edition was published.

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My thanks go to Mr. Marsh and Mr. Shock for their publication of their rules on the Internet. Both articles are ©1997 and are the property of their respective authors.

# Part I: Converting Characters

## Attributes

The Doctor Who RPG attributes are created using a point scale from 1 to 30, with 1 being the worst and 30 the maximum. After this number is generated a performance level represented by a Roman numeral masks it. To convert these statistics, find the Time Lord rating for each Doctor Who Performance level (Table 1A). Write this number down next to the appropriate Time Lord attribute (Table 1B). If the converted skill level is higher than the "racial maximum" or lower than the "racial minimum" (see Table 2B in part II) reduce the score to the "racial maximum" or raise the score to the "racial minimum".

## Table 1A: Attribute Performance Levels

## Table 1B: Attribute Comparison Chart

## Table 1C: Action Point Levels

Table 1A

Time Lord	
Level	Rating
I	1
II	2
III	3
IV	4
V	6
VI	8
VII	10

Table 1B

Doctor Who	Time Lord
Strength (STR)	Strength (STR)
Dexterity (DEX)	Control (CTR)
Charisma (CHA)	Weight (WGT)
Mentality (MNT)	Knowledge (KNO)
Intuition (INT)	Determination (DET)
(Mentality + Intuition)/3	Awareness (AWR)
See Below	Size (SIZ)
See Table 1C	Move (MOV)

Table 1C

Doctor Who	Time Lord
Action Points	Move (MOV)
1	0
2-5	1
6-8	2
9-12	3
13-14	4

**Example:** John is converting The Professor to Time Lord (The Professor is the main PC in the Doctor Who RPG module The Lords of Destiny) and needs to convert the DEX attribute to Time Lord. Looking at Table 1A and the Attribute Performance Level of the Professor's DEX, John sees that The Professor has a skill level of IV. Looking at table 1A and reading across the IV column, John finds the equivalent Time Lord rating, which is a 4. John then looks at Table 1B and reads the chart until he finds Dexterity on the Doctor Who column. Reading across he notes that Dexterity is equivalent to Time Lord's Control ability. John writes down a 4 on the Time Lord character sheet on the Control portion of the sheet.

Awareness and Size have no Doctor Who RPG equivalent. Awareness is determined for Doctor Who Role Playing Game characters by finding the Time Lord Ratings for Mentality and Intuition, converting them as defined in Table 1A, then dividing the entire result by 3. Size is selected depending upon the character being converted. The average Time Lord or humanoid will be either Size 3 or Size 4. The Game Master on a case-by-case basis may determine exceptions to the Size restrictions. Remember that if the score is higher than the racial maximum or lower than the racial minimum you must raise or lower the score to the minimum or maximum as appropriate.

Size restrictions. Remember that if the score is higher than the racial maximum or lower than the racial minimum you must raise or lower the score to the minimum or maximum as appropriate.

Doctor Who RPG Action Points do not use Table 1A in conversion to Time Lord's Move. Instead, convert the Action Points to Time Lord Move using Table 1C and record the result on the Time Lord Character Sheet. In Time Lord, the maximum possible Move for Humans and Gallifreyans is 4.

Doctor Who Role-Playing Game Endurance is not used in this conversion.

### Special Abilities

In Time Lord, special abilities are based off of a controlling ability and modify the controlling ability by the special ability's score. The Doctor Who RPG skill system is identical to the system used for character statistics, and as a result, the Doctor Who Role-Playing Game skills can be converted using Table 1A. After each conversion, divide the result by two to reflect the inherently lower scores of the Time Lord system. Multiple Doctor Who Role Playing Game skills are based off of the same Time Lord Special Ability. Should this occur, find the highest score of the Doctor Who Role Playing Game skills that use that Time Lord special attribute and using that score, divide by two and record the score on the Time Lord character sheet.

After converting the skills in the Doctor Who RPG over to Time Lord, find each skill on Table 1D and match it up with its equivalent Time Lord special ability. Write down that special ability and its level on the Time Lord Character sheet. Any Doctor Who RPG skill that lists one or more Time Lord Special abilities as an equivalent will allow the player to select any one of the special abilities in the list for that skill. The choice of Special Ability to use is entirely dependant on the weapon in the case of weapon skills or what type of art in the case of some artistic skills.

Environmental Suit Operation is the only Doctor Who skill that does not have a Time Lord equivalent. As a result, use the Environmental Suit Operation skill from the Doctor Who Role Playing Game and base it off of the Time Lord Knowledge Attribute. The listing will read as below:

### Environmental Suit Operation [Knowledge]

This is essential for any character who can be expected to perform tasks in hostile environments, including extreme heat and cold, poisonous atmospheres, vacuum, and underwater. Instruction is given in the suit's functions and in emergency repairs, and guided practice is given in which trainees are expected to perform normal work.

## Table 1D: Doctor Who Skills List

<b>Skills</b>	<b>Time Lord Special Ability</b>	<b>Controlling Attribute</b>
Administration	Bureaucracy	Awareness
Armed Combat, Contact Weapons	Blunt Weapons or Edged Weapons	Control
Armed Combat, Ranged Weapons	Archery or Marksmanship or Thrown Weapons	Control
Artistic Expression	Artist or Musicianship or Singing or Ventriloquism	Awareness
Carousing	Gambling	Awareness
Climbing	Mountaineering	Control
Construction	Engineering	Knowledge
Earth Sciences		
Geology	Science	Knowledge
Hydrology	Science	Knowledge
Meterology	Science	Knowledge
Engineering		
Cartography	Engineering	Knowledge
Chemical	Engineering	Knowledge
Civil	Engineering	Knowledge
Electrical	Electronics	Knowledge
Mechanical	Mechanics	Knowledge
Metallurgy	Engineering	Knowledge
Environmental Suit Operation	Environmental Suit Operation (see above)	Knowledge
Gambling	Gambling	Awareness
Gaming	Gambling	Awareness
Leadership	Command	Determination

Life Sciences			
Agriculture		Science	Knowledge
Botany		Science	Knowledge
Ecology		Science	Knowledge
Exobiology		Science	Knowledge
Zoology		Science	Knowledge
Medical Sciences			
General Medicine		First Aid	Knowledge
Psychology		Medicine	Knowledge
Pathology		Medicine	Knowledge
Pharmacology		Medicine	Knowledge
Surgery		Medicine	Knowledge
Veterinary Medicine		Medicine	Knowledge
Military Sciences			
Ordinance Construction or Repair		Explosives	Knowledge
Small Unit Tactics		Science	Knowledge
Trap Discovery		Intuition	Knowledge
Trap or Ordinance Disarmament		Explosives	Knowledge
Physical Sciences			
Chemistry		Science	Knowledge
Computer Science		Computing	Knowledge
Mathematics		Mathematics	Knowledge
Physics		Science	Knowledge
Public Performance		Artist or Musicianship or Singing	Awareness
Security Procedures			
Concealment		Stealth	Control
Disguise		Disguise	Awareness
Lockpicking		Lockpicking and Safecracking	Control
Stealth		Stealth	Control
Surveillance		Tracking	Awareness
Social Sciences			
Archaeology		Science	Knowledge
Economics		Science	Knowledge
Law		Law	Knowledge
Political Science		Science	Knowledge
History		History	Knowledge
Space Sciences			
Astronomy		Science	Knowledge
Astrophysics		Science	Knowledge
Navigation		Navigation	Knowledge
Sports			
Boxing		Fisticuffs	Control
Swimming		Swimming	Move
Wrestling		Fisticuffs	Control
Streetwise		Con	Awareness
Technology			
Astronautics		Astrogation	Knowledge
Communication Systems		Electronics	Knowledge
Computer Systems		Computing	Knowledge
Cybernetics		Cybernetics	Knowledge
Electronics		Electronics	Knowledge
Force Field Systems		Engineering	Knowledge
TARDIS Systems		TARDIS	Knowledge

Transmat Systems	Transmat	Knowledge
Temporal Science	Temporal Science	Knowledge
Trivia	History	Knowledge
Unarmed Combat		
Brawling	Brawling	Control
Martial Arts	Martial Arts	Control
Grappling	Brawling	Control
Vehicle Operation		
Aircraft	Piloting	Move
Ground Vehicles	Driving	Move
Spacecraft	Piloting	Move
Temporal Vehicles	Piloting	Move
Water Vehicles	Sailing	Move
Verbal Interaction		
Haggling	Bargaining	Awareness
Negotiation or Diplomacy	Bargaining	Awareness
Wilderness Survival	Wilderness Lore	Knowledge

Central to the Gallifreyan Character are the set of skills listed below. If a particular special ability in the list below does not exist on the converted Doctor Who RPG character's Time Lord character sheet, add the special ability to the sheet and then roll a six sided die. If the result is odd then the skill is level is 1. If the roll is even then the skill level is 2. If one of these "central" special abilities is already on the sheet due to a previous skill conversion, do not change what is already on the sheet. For example, if the Doctor Who RPG skill General Medicine is on a character due to be converted, that conversion will turn General Medicine into First Aid. Since First Aid is a "central" Gallifreyan special ability in Time Lord, it cannot be duplicated or further changed.

#### **Non-replaceable Gallifreyan Special Abilities\***

**Strength:** Cheat Death, Iron Constitution, Regenerative Powers

**Control:** Bench Thumping, Sleight of Hand, Stealth

**Move:** Running

**Knowledge:** Electronics, First Aid, MacGuffin, Medicine, Pseudoscience, Science, TARDIS

**Determination:** Indomitable Will

**Awareness:** Striking Appearance

\*This list is reprinted later in the Character Generation section.

#### **Miscellaneous Items**

Weapons and Armor in the Doctor Who RPG are very specific in terms of their damage or absorption potential. In the game, weapons are broken down into contact weapons and ranged weapons. Defining what skill will provide the bonus for which weapon will make a further distinction. However, other than this, little distinction is given as to the nature of weapons. The Time Lord system breaks down handheld weapons a bit differently, sorting them by hard weapons, soft weapons, blunt weapons or edged weapons. Firearms get their own chart. Where the rules are simpler is in the attributes used for weapons. Only the Control attribute is used for ability tests, as the weapon skills are concentrated there. The weapons lists are very close to each other. As a result, it is simpler to use Time Lord's complete rules for Weapons and Armor. The only thing recommended is to use the Safe Combat rules at the end of the main rulebook.

Recovery and Healing in the Time Lord rules provide for three levels of injury, slightly wounded (little more than a graze), seriously wounded (needing medical help), and dead. The rules state that the First Aid skill can only be used once per character per injury. So any character should fear death, even a Gallifreyan! The Doctor Who RPG healing system is a little more complex than this. Since this booklet concerns converting Doctor Who RPG characters over to Time Lord, use the rules provided in Time Lord. However, the rules provided in Time Lord do not apparently provide for the Gallifreyan ability to regenerate. This seems to be a glaring oversight on the part of the authors until it is remembered that the original rule book had no provision for creating Gallifreyan characters. Part II of this document however provides a usable set of rules for Time Lord regeneration along with character creation rules.

# Part II: Character and Creature Creation

## Overview

The impetus for the second edition of this work was the downloading of two documents on Time Lord character creation from the Internet. The first document, written by Ian Marsh, one of the designers of Time Lord is a clarification of the companion creation rules presented in Time Lord. The second, written by Allen Shock, is a far better character creation system than what I was able to come up with before. Each of these systems can be found in the appendices, but these systems are too good not to use. To those who look carefully, portions of each character creation system will be seen in this work, especially Mr. Shock's character generation system, which provides for the creation of Gallifreyan PC's that Mr. Marsh's lacks. Mr. Marsh's starting equipment and experience systems were found to be very useful and were incorporated into this work.

## Characters

Players create characters by purchasing abilities, special abilities, and equipment (if desired). If the character to be created is a companion, that character receives a total of 170 points to spend as desired. If the character is a Gallifreyan, then that character receives 235 points to spend as desired. The abilities are purchased according to Table 2A below; with Abilities being purchased first, Special Abilities second, and equipment last.

**Table 2A: Ability Point Cost Chart**

<i>Level</i>	<i>Cost</i>	<i>Notes</i>
1	1	
2	4	
3	9	Maximum level for Special Abilities
4	16	
5	25	
6	36	Maximum level for human Abilities*
7	49	Maximum level for Gallifreyan Knowledge and Determination
8	64	
9	81	
10	100	

\*See Table 2B: Ability Maximums Chart

Table 2B shows the minimum and maximum values for Humans and Gallifreyans.

**Table 2B: Ability Maximums Chart**

<i>Ability</i>	<i>Minimum</i>	<i>Maximum*</i>	<i>Notes</i>
Strength	2	5	2 = child, 5 = strongman
Control	1	6	2 = klutz, 6 = daredevil acrobat
Size	2	5	2 = a giant, 5 = a child or dwarf
Weight	3	4	3 = small adult, 4 = large adult
Move	1	4	1 = crippled, 4 = sprinter
Knowledge	2	6	2 = primitive, 6 = genius
Determination	1	6	1 = subservient, 6 = obsessive
Awareness	1	6	1 = not in tune with surroundings 6 = sensitive to surroundings

\*The maximums for Gallifreyan characters are identical to humans except for the Knowledge and Determination attributes, which can reach a level of 7.

## Restrictions

PC's can only purchase the Cheat Death special ability if they have Strength of 4 or less, and the total Ability (Strength + Cheat Death) cannot exceed 5.

There are certain Special Abilities (Regenerative Powers, for example) that the GM may not wish humans to have. The GM has the final say on which Abilities can be purchased. This same restriction can also apply to Gallifreyans as well.

## Equipment

Characters start with a set of clothing and nothing else. To acquire equipment, characters purchase them in a manner similar to abilities. Characters can also spend points to purchase status, such as rank within an organization such as UNIT. These organizations may also require that the character purchase other items like passes.

The following is the list of equipment costs with examples:

**1-point ability:** Common everyday items. *Examples: Golden star of mathematical excellence, Bag of Jelly Babies, Penknife.*

**2-point ability:** A useful item of some worth. *Examples: Hunting knife, Binoculars, Radio.*

**3-point ability:** An item of notable worth or a low position of authority. *Examples: Melee weapons such as a sword, Projectile weapons like a bow, rank of sergeant.*

**4-point ability:** A valuable item or a position of moderate responsibility. *Examples: Security pass for UNIT, reliable guns, rank of captain.*

**5-point ability:** An exceptionally valuable item or a position of power. *Examples: Item like the sonic screwdriver, national head of UNIT, presidency.*

## Unused Abilities

A character need not be generated using all his abilities; some may be held unspent to gain an appropriate skill when the player needs. This helps reflect an inherent talent for a subject that the character has never tackled before.

## Experience

Time Lord characters should advance their skills only slowly as gaining even one point in ability represents a great leap in skill. To this end, at the end of each adventure, a player may make one roll of the dice to increase one of his character's special abilities by one point. If the player chooses not to roll the dice at the end of one adventure, it increases his chance of learning at the end of a subsequent adventure.

The basic object is to beat the difference between the number of adventures a character has one without making an experience roll and the desired total ability. After a player makes an experience roll, regardless of whether it succeeds or fails, the number of adventures resets to 0. Each time a character successfully makes an experience roll, the difficulty to make the next roll increases by 1. This penalty is cumulative.

*Example: Patrick has Knowledge 4 and wishes to learn Cybernetics 1 after a close call with the Cybermen in his first adventure. He must beat a difference of 4 to learn the ability (desired total ability is 5). If he waited until the end of his second adventure, he would need to beat a difference of 3.*

At all times, the GM decides when an adventure concludes and experience rolls can be made. One special ability of the player's choice may be improved or acquired in this manner. Common abilities may never be increased in this manner. If the experience roll is for an ability, which is not appropriate to the adventure, the GM should increase the difficulty of succeeding at the experience roll.

## Gallifreyan Regeneration

In the Time Lord game, Regenerative Powers is probably the most important Time Lord ability for Time Lords. The rules, although providing for the ability of regeneration, do not provide a satisfactory resolution to the success of the Regenerative Powers test.

After regeneration, the Gallifreyan character will be somewhat weak from the regeneration process. Roll the dice and find the difference on Table 2C below and reduce the common abilities of the Time Lord character by the amount shown on the table. This decrease is temporary. Beat a difference of 3 once per adventure to restore the abilities to their normal levels. If the roll is failed, decrease the difference by one each adventure until the roll is made.

## Table 2C: Regeneration Effects Chart

<i>Difference</i>	<i>STR</i>	<i>WGT</i>	<i>CON</i>	<i>SIZ</i>	<i>KNO</i>	<i>DET</i>	<i>AWR</i>	<i>MOV</i>
0	0	-1	-1	-1	-1	-1	-1	0
1	-1	-1	-1	-1	-1	-1	-1	0
2	-2	-1	-1	-1	-1	-1	-2	-1
3	-2	-2	-1	-1	-1	-2	-2	-1
4	-2	-2	-2	-2	-2	-2	-3	-2
5	-2	-2	-2	-2	-3	-3	-3	-2

Occasionally, a Gallifreyan's skills will disappear and new ones will appear with the change in personality of a Gallifreyan. To achieve this, roll the dice. The difference is the number of skills that disappear to be replaced by new ones. There are certain skills that are central to a Time Lord and cannot disappear from the character's sheet. These skills are listed below.

The player chooses new skills to replace the old ones. These skills may not appear on the previous version of the Gallifreyan character (the one that just regenerated). If they have appeared on older versions of the same character, they can be used on the new version. Assign the values from the old abilities to the new abilities chosen by the player.

### Non-replaceable Gallifreyan Special Abilities

**Strength:** Cheat Death, Iron Constitution, Regenerative Powers\*

**Control:** Bench Thumping, Sleight of Hand, Stealth

**Move:** Running Knowledge: Electronics, First Aid, MacGuffin, Medicine, Pseudoscience, Science, TARDIS

**Determination:** Indomitable Will

**Awareness:** Striking Appearance

\*Can be replaced with Absorb Form. See below.

A Gallifreyan may regenerate a maximum of twelve times in this manner. If a thirteenth regeneration is attempted, the Gallifreyan dies. The sole exception to this is the special ability Absorb Form, originally available only to The Master. This ability is available to unscrupulous Gallifreyans only after attaining the twelfth and final regeneration and only if the Gallifreyan can track down The Master, something which should be a VERY high difficulty task. If a Gallifreyan character can manage to persuade The Master to teach him Absorb Form, that character will lose the Regenerative Powers special ability and replace it with Absorb Form at level 1. Once per adventure, the Gallifreyan with Absorb Form must beat a difference of 1 to retain the body he inhabits or else he must attempt a transfer to another body using Absorb Form. Failure of the transfer will kill the character. Also note that the newest incarnation of The Master (in the Doctor Who movie) suffered from this same problem and this rule should apply to all incarnations of this character.

### Creatures Not In The Time Lord Rule Book

The GM will create aliens by using the rules presented earlier in this section. Aliens get 200 points by which they can purchase abilities and special abilities. Sometimes (often) the alien will have natural weaponry (claws, spines, etc.). Natural weapons have an equipment cost of 2 points per weapon, compared to 4 for reliable weapons such as blasters (which some aliens have in addition to their natural weapons). Any other weapons cost the amounts given in the Equipment paragraph of the Character Creation rules. Play balance is a must, so these creatures should be play tested before being used in a campaign.



# Part III: The Doctor Who Movie

## The Eighth Doctor



**Character:** Eighth Doctor

**Player:**

**Apparent Age:** Mid 30's

**Species:** Human/Gallifreyan Hybrid

**Equipment:** Bag of Jelly Babies, Sonic Screwdriver, Pocket Watch, TARDIS Key

### Abilities and Special Abilities

**Strength:** 4. Cheat Death 2, Iron Constitution 2, Regenerative Powers 1

**Control:** 4. Bench Thumping 1, Leaping 1, Sleight of Hand 2, Stealth 2

**Size:** 3

**Weight:** 4

**Move:** 3. Running 1

**Knowledge:** 7. Computing 1, Detective Powers 1, Electronics 2, First Aid 1, MacGuffin 2, Medicine 2, Pseudoscience 2, Science 2, TARDIS 2, Temporal Science 2

**Determination:** 6. Indomitable Will 1, Strong Passion 2 (Grace Holloway)

**Awareness:** 5. Intuition 1, Striking Appearance 1

**Description:** The eighth Doctor borrows a lot of personality traits from the fourth Doctor with a dash of the sixth Doctor thrown in. Dressed in a dark coat with brown pants and black shoes, this incarnation of the Doctor is of a serious mind when performing a task but when necessary, can affect a disarming personality similar to the fourth incarnation, including the Jelly Babies.

Unlike the other incarnations, the eighth Doctor is apparently half human. Upon exiting the TARDIS on New Year's Eve of 1999, the seventh Doctor was shot, taken to a hospital to be worked on by doctors and, subsequently, died there. When this incarnation died, a microscopic camera was left within the body. In the morgue, the seventh Doctor's body underwent regeneration. As the doctor remarked later, the anesthesia almost inhibited the regeneration process. Somehow, the combination of the anesthesia and the microscopic camera altered the regeneration process enough to change the Doctor's body from a full Gallifreyan to a Human/Gallifreyan hybrid. In addition, the regeneration process has brought to the surface the Doctor's romantic side. Rather than being protective of his companions, he might become personally involved with them instead of maintaining a protector/charge relationship like his other selves.

## Grace Holloway



**Character:** Grace Holloway

**Player:**

**Apparent Age:** Mid 30's

**Species:** Human

**Equipment:** Medical Kit, Cellular Telephone

**Abilities and Special Abilities**

**Strength:** 3. Cheat Death 2

**Control:** 4. Dancing 1

**Size:** 3

**Weight:** 3

**Move:** 3. Running 1, Driving 2

**Knowledge:** 5. First Aid 2, Medicine 2, Poisons 1, Science 2, Computing 1, Law 1

**Determination:** 3. Indomitable Will 1

**Awareness:** 5. Intuition 2, Con 1, Eloquence 1, Musicianship 1 (Piano), Bureaucracy 1

**Description:** Grace Holloway was the surgeon working on the Doctor when he died. A few days later, the Doctor, in his new incarnation, found her and talked with her about the Master. After seeing the effects of the Master's handiwork on Earth, she agreed to help him on his quest to stop the Master.

As a surgeon, Grace has very good medical capability and can readily handle herself in just about any situation, no matter how outlandish. Most of her skills are geared towards medical pursuits as she has spent a lot of time as a surgeon. Most of her other skills were enhanced by her adventures with the doctor.

Grace normally appears wearing a beige blouse and pants with gray shoes. She also wears a brown coat.

## Part IV: Clarifications To Time Lord Rules

### Appendix 1: Creating Companions

Here are the new rules presented by Ian Marsh for creating companions. These rules supersede the rules presented in the Time Lord rulebook. Sections of these rules and the rules in Appendix C were integrated into the character generation system presented in Part II.

### Alternate Character Creation System

This is the other character creation system written by Allen Shock from which the character generation system presented in Part II was derived.

Both available on the Internet at:

[The Doctor Who RPG Home Page and Mailing List](#)