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BBC

DOCTOR WHO

ADVENTURES IN TIME AND SPACE



LIMITED EDITION RULEBOOK

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"WE STAND AT A VERY SPECIAL PLACE IN THE UNIVERSE. A place where we can hear echoes of what has been, what is, and what might be. If you listen very carefully, you'll hear impossible whispers of things that have happened then re-happened differently, of important events and whole lives that have been hidden, or removed, as though they never were. And in all that, again and again, you'll hear a single word – Doctor..."



"A renegade on the run..."

"A cosmic hobo..."

"A defender of the defenceless..."

"... a madman with a box."

"An outlaw from his own kind..."

"..and yet their ruler..."

"...and their sole survivor."

"And still the unanswered question... Doctor Who?"





"TIME AND RELATIVE DIMENSION IN SPACE. Yes, that's it. Names are funny. It's me. I'm the TARDIS. Yes, that's me: A Type 40 TARDIS. I was already a museum piece when you were young, and the first time you touched my console, you said I was the most beautiful thing you had ever known. Then you stole me, and I stole you."



CHAPTER ONE
THE TRIP OF A LIFETIME

CHAPTER ONE: THE TRIP OF A LIFETIME



IMAGINE YOU COULD GO ANYWHERE...

...Not just a nice trip to Lanzarote on your summer holiday, imagine you could go **anywhere**. This world or countless others, encountering **strange alien races**, new cultures or hostile **environments**. Now imagine you could travel to any **time**. Meet Queen Elizabeth I (and maybe marry her!), discover the **secrets** under the Tower of London, watch the **Moon landing** (from the Moon!) or **travel into the far future** as humanity spreads to the stars. **Where** would you go?

The **power** is in your hands. You can go anywhere or **anywhen** in the universe, the only thing you need is the **power of imagination** and a key to the TARDIS. It's **not going to be easy**. It'll probably be dangerous. The universe is a **hostile place**, full of Daleks, Zygons, Sontarans, Weeping Angels, Cybermen, Silents, Silurians and worse. There will be fear, heartbreak and **excitement**, but above all, it'll be the trip of a lifetime.

The Doctor has this tendency to assume you know what he's talking about, but we don't want to lose you on the way, so we'll take a second to explain

everything. **Doctor Who: Adventures in Time and Space** is made up of two elements: the first is **Doctor Who**, the second is **Roleplaying**.

WHO IS THE DOCTOR?

We imagine that you are already familiar with the Doctor – the last of the Time Lords. He looks human, but has two hearts and is a complete genius. He travels through time and space in his ship called the TARDIS, which stands for Time And Relative Dimension In Space. It's complicated, but from the outside it looks like an old 1960s police public call box. Inside it is vast and alive. The Doctor travels the galaxy and history, doing good, stopping villainous aliens who try to take over the Earth (if not the universe), and showing the wonders of time and space to various companions who join him on his adventures. The Doctor's travels are usually more than a little dangerous, and he's had to employ one of his alien abilities to survive: the ability to regenerate every part of his body into a new Doctor.

You don't need to know all of the Doctor's adventures from his 1200 and more years of travelling through

time and space to play this game, and we'll give you a brief summary of his epic story later in this chapter (see pg.13).

Similarly, even if you're aware of the Doctor's adventures it doesn't mean that you'll have experienced roleplaying before. If you're familiar with roleplaying games, you may want to skip ahead; however, if you've come to this new you may be wondering how you actually play.

WHAT IS ROLEPLAYING?

Roleplaying games are shared storytelling. You play the part of your character, but you don't need to dress up and leap about (well, not if you don't want to). You get together with a group of friends and create your own **Doctor Who** adventure, taking the heroes to any location in the universe, at any time. The action takes place in your imaginations, and the story is told through your interaction. You're in control and you can do anything, go anywhere, **be** anything. All that limits you is the power of your mind... and, if you're a Time Lord, that's a lot of power!

Let's show you the basics of how this 'roleplaying' thing works. It's not as scary as it sounds, and once you get started we're sure you'll have many years of exciting adventures ahead of you. The first element you need to know about is **Characters**.

THE CHARACTERS

Each player creates a character, an alternative persona that they will play as in the game. During the course of the game, you make this character's decisions, speak for them and describe their actions. Each character has a character sheet that describes what they are like, what they are good at and other details. If you like, you can play the Doctor, or any of his companions that have accompanied him during his adventures. This is the easiest option, as we have provided you with ready-made character sheets for them.

You might take on another role, perhaps one you've seen in a movie or read in a book, or you could just get creative and make up a character of your own. In this case, you choose the character's strengths and weaknesses, abilities and limitations, and – in particular – personality. They can look like anyone, dress in anything you choose, or they can even be you.

You could decide to have a game with or without the Doctor in it. Perhaps a UNIT Task Force operating alone somewhere in the world, or maybe one of the Doctor's previous companions continuing their struggle to protect the Earth from alien invaders. Possibly a game set before the last Time War, when there were a number of Time Lords travelling the universe. Anything is possible.





With us so far? Good. So we've established that the players all adopt the roles of their characters. But one of the players is different; they're going to be the **Gamemaster**.

THE GEMEMASTER

All the players and their characters are important, but one of you is in charge, the one who makes it all work. That key player is called the Gamemaster. The Gamemaster starts the story by deciding the plot for the adventure, sets the scene by describing to the other players what is going on, interprets the outcomes of the players' actions and has the final decision on how the rules of the game are applied.

The Gamemaster speaks for the other people in the story: anyone that the characters meet in their adventures. They can be helpful, informative or just witnesses to the events. As they don't have a player (other than the Gamemaster) they're usually called Non-Player Characters, or NPCs. NPCs could be the friends of one of the player characters, such as Kate Stewart, or added firepower for that climactic battle against the Cybermen, or even just a nosey policeman wondering why there's a 1960s police box on his beat. They can help, hinder or just be a great source of information.

If the Gamemaster-controlled characters are out for universal domination or worse, they are called Villains. These include the aliens, critters, and other nasties. They are the evil that pervades the universe, trying to dominate, destroy or corrupt the peace-loving civilisations, and their schemes usually result in some much-needed intervention from our time-travelling heroes.

GAME SESSIONS

Game sessions in **Doctor Who: Adventures in Time and Space** can take anywhere from a couple hours to an entire weekend (depends on how into it you get!). There is no formal start or end – that's up to the Gamemaster and players to decide. Also, in roleplaying, there are no winners or losers. The objective is to create a story, engage in some spontaneous and often hilarious conversations, and have a good time with friends. And no, no electronics of any kind are necessary. It's a social activity and doesn't involve computers. It has even been shown to aid team building, social and problem solving skills!

It all sounds a little chaotic, but it is far more logical than it seems. The game is divided into Adventures, resolved in one or more gaming sessions that play

just like the Doctor's adventures you're familiar with. Adventures, and their related story arcs, may be connected in some way with their own undercurrent plot like 'Bad Wolf' or 'The Key to Time', created purely by the interaction between the players' characters and the Gamemaster.

THE BASICS

The example of play (see pg.15) introduces just about everything you'll need to know as a player in **Doctor Who: Adventures in Time and Space**. You talk, describe your actions and, any time you want to do something that you may or may not succeed at, you need to roll some dice.

When you roll dice, you also add some numbers from your character sheet that define how good you are at certain things. To succeed, you have to beat a number defined by the Gamemaster. The harder the thing you are trying to do, the higher the number. If you beat the number you succeed and can perform the task, whether it's jumping a gap, winning an argument or dodging a gun blast. If you don't beat the number, you fail to accomplish the task. This could have severe effects on your character and change the course of the game, but it makes for an interesting story! Either way, rolling dice and adding some numbers is about all you'll have to do when it comes to rules. So you're going to need some dice.

You'll need a handful of traditional six-sided dice, like those you'd find in Monopoly or Risk. People who game a lot with other roleplaying games call them D6s, so they don't get confused with other dice with different numbers of sides on them. We don't need to worry about those here, as we'll be sticking to normal six-sided dice as they're pretty easy to come by. You can pick up dice in many different colours and styles from hobby game stores, some department stores and bookstores, and places where they sell those fantasy tabletop wargames.

Besides dice, you need something to keep track of Story Points during the fast and furious exchanges that'll occur during the average game. You can use poker chips, markers, pennies, tiddlywinks or even jelly babies. These Story Points could save your character's life at some point, so it's vital to keep track of how many you have. We'll explain Story Points in **Chapter Three: I Walk In Eternity**.

You'll also need some pencils, paper, an eraser or two and you're good to go. Have fun, and don't forget your sonic screwdriver!



HOW TO USE THIS BOOK

You'll already have noticed there's a lot of information here – to make it a little easier, here is what you need to look for.

This book will provide players with all the information needed to play the game, create new characters, as well as some guidance to help make game the best experience possible, and provides the Gamemaster with additional information on time travel and how to create new Adventures.

The Appendix also has loads of photocopyable character sheets. Some give details on characters you'll be familiar with from the Doctor's adventures and some are new, almost complete characters, that we call 'Archetypes'.

These characters can be used straight away so you don't need to create your own. You just need to supply some background and a name, or you can customise them to suit your own design. You can find more about characters in **Chapter Two: Travellers in the Fourth Dimension**.

However (and here's the important bit), so you don't get too lost with all this text, we've made all the type look different if something special is going on.

TEXT

The text in the book looks different depending on what's going on. When the words change their look, something important just happened. The text you are reading now is standard text. It covers general explanations and narrative sections.

Some information is presented in a box like this, which usually contains optional rules, further detail on existing rules and examples of play.

TITLE

Boxes like these contain details of NPCs or Villains that can be used in your adventures

GENDER

We don't want to be using the rather nondescript 'they' all the time in the text, or 'he or she' in every sentence, but we also don't want to appear sexist in any way. Most games like this use 'he' all the time and assume you understand that they're talking about the player or character regardless of whether they are male or female. While the Doctor is male, his companions are usually (though not exclusively) female. So, we'll reach the happy medium and use the male designation for odd chapters, and female for even. It's fairer that way.

MEASUREMENTS AND LANGUAGE

The metric system is predominant in much of the world, though the US (and Torchwood) still uses the old Imperial system. As Doctor Who is quintessentially British, we'll be using the metric system. Though, as shown in the classic series, travelling before 1970 will mean you may have to convert to Imperial. Rough conversions may be found by halving miles to get kilometres, equating metres with yards, doubling pounds to get kilograms, and so on. It's not 100% accurate, but it keeps things simple.

Being British, there may be the odd word or spelling here and there that may stand out in some of the many other countries familiar with the Doctor's adventures. Most of the time, this won't be too jarring, but you'll probably notice a few extra 'u's and fewer 'z's.

PAGE REFERENCES

As Doctor Who: Adventures in Time and Space already has a number of supplements, you may have to refer to another book rather than the one you're holding. If the text tells you to "see pg.27", then it's letting you know that additional information can be found on that page within the book you're currently holding. If it says "see pg.27 of The Time Traveller's Companion", then the page can be found in that supplement.

THE DOCTOR'S UNIVERSE

There's a slim chance that you may be unaware of the living legend that is the Doctor. He has thwarted many alien invasions and has saved the universe so many times without waiting around for thanks or recognition. Before getting into the details of the rules, it's a good idea to familiarise yourself with the Doctor, his companions and his most recent adventures.

THE DOCTOR

Just who is the Doctor? The Doctor may look human, but he certainly isn't. He's over 1200 years old and from a planet called Gallifrey. He has two hearts, is incredibly intelligent (as well as being mildly telepathic) and can 'cheat death' by regenerating into a completely new body. The Doctor is the last of his race, last of the Time Lords. He was on the front lines of the last great Time War against the Daleks, where both races appeared to have perished in the conflict.

TIME LORDS

The Time Lords were an ancient civilisation that mastered the art of travelling through time and space long before humanity had even discovered fire. They harnessed the power of a black hole and created time-ships often nicknamed TARDISEs that allowed them to travel anywhere or anywhen in the universe (except into their own planet's past or future). They became rather judgmental guardians of the universe. This superiority complex led to their downfall when they tried to remove the militaristic Daleks from history.



THE TARDIS

The Doctor didn't see eye to eye with the Time Lords and fled Gallifrey early in his life, taking one of their precious TARDISEs for his own. TARDIS stands for Time And Relative Dimension In Space, and its interior and exterior exist in different dimensions – that is, the relatively small outside houses a vast interior. The Doctor's TARDIS is an old Type 40 and its Chameleon Circuit – the device that allows it to blend into its surroundings – has become stuck in the shape of an old 1960s Police Call Box. The TARDIS is a living thing with a mind of its own – and it can be particularly temperamental at times...

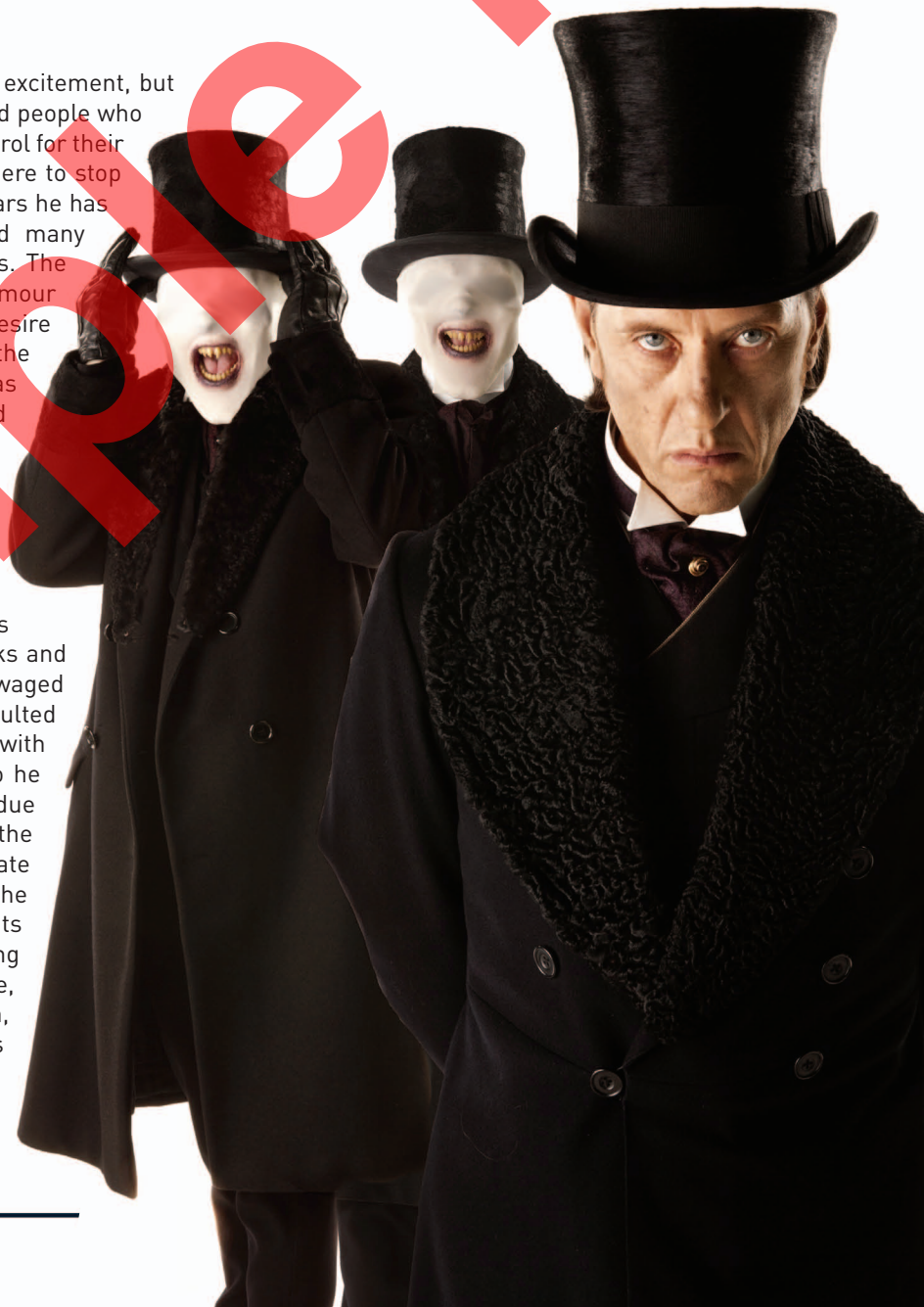
THE DOCTOR'S COMPANIONS

Travelling the whole of time and space can be lonely, especially when you're the last of your race. The Doctor likes to share the wonders of the universe with someone, and he has developed a real affection for the peoples of Earth. He brings someone aboard the TARDIS to share his adventures, and sometimes just to keep himself under control. These companions come and go, have adventures, help to save the universe many times over, and then they leave. Whether this is through their own choice, circumstances or constant danger, they leave the Doctor to his lonely existence until he finds someone to share his adventures with again.

THE DOCTOR'S ENEMIES

The universe is full of wonder and excitement, but there are also many alien races and people who wish to usurp, to dominate and control for their own ends. The Doctor is usually there to stop them, and over the hundreds of years he has been travelling, he's accumulated many enemies by halting their evil plans. The militaristic Daleks in their heavy armour casing, the Cybermen and their desire to make everyone like them, the Sontarans bred for a war that has raged for thousands of years, and countless more. They keep trying to dominate, integrate, upgrade, destroy or plunder the universe, and the Doctor is there to stop them.

The constant battles with these races have come with a price – the Daleks and the Doctor's race, the Time Lords, waged a Time War to end all wars that resulted in the destruction of both races, with the Doctor the only survivor. Or so he thought. After Gallifrey returned due to the work of an evil Time Lord, the Master, the Doctor made the ultimate sacrifice to restore balance to the universe, returning Gallifrey to its fate in the Time War. Regenerating again, the Doctor faced the Silence, his wife, his TARDIS in human form, and an impossible girl... but events were drawing him ever closer to a deadly fate on the planet of Trenzalore.



EXAMPLE OF PLAY

Still not sure what is going on? It'll all become clear soon, honest. Many gamers get their start by joining an existing group or taking part in a demo. Obviously, that's not possible for everyone, so let's give you a taste of what's to come by looking at a sample game. As the game is mostly conversation, imagine that we're listening to the players. There are four people, sitting around a table: Colin, Debs, Stoo and Frank. Frank is our Gamemaster. Shhhhh... don't disturb them, they're just starting...

Frank: OK, we're going to start our first game. Colin's going to be playing the Doctor. Debs is Amy, and Stoo is going to play Rory. You've been on quite a few adventures already together, and you've seen the Doctor react in countless ways. You've seen him act with compassion towards the helpless, seen him talk his way out of impossible danger, you've seen him face down terrifying enemies with nothing but his voice and a jammy dodger. But you've never seen him speechless though. Until now. You're all in the TARDIS console room, and the Doctor is just staring at Amy.

Debs (as Amy): What? What have I done?

Colin (looks to the Gamemaster): What has she done? Why am I staring at her?

Frank: She just this minute said that she hates the seaside.

Debs: But I like the seaside!

Frank: But Amy doesn't. Well, she's not had great experiences with them. There was the crash of the Byzantium that was near the sea, and then there was the astronaut at the shores of Lake Silencio, but that may have tainted her view a little.

Colin (as the Doctor): You've been to the boring bits, where the water meets dirt. It's not the real seaside. It's brilliant! Donkeys, sticks of rock, fish and chips!

Stoo (as Rory): I can tell where this is going. Once he gets his mind set on something...

Colin (as the Doctor): Of course! The seaside! Here we go! Geronimo!

Frank: You watch as he pounds the controls, spins a wibbly thing, pulls something that looks suspiciously like a spring from the console. The TARDIS rocks and turns, and suddenly lands with a dull thud.

The players look at each other, and consider what to do next.

Colin breaks the pondering silence (as the Doctor): "Come on! Chips to eat! Ruins to stare at, we don't have all day!" The Doctor heads to the door and opens it.

The players look to Frank, the Gamemaster, and await his description.

Frank: The cold air whips at your hair and clothes as you step out into the sunlight. The TARDIS has landed at the top of a flight of wide stone stairs at the top of a cliff overlooking a small seaside town. By the cold you guess you're in the north of England, the Doctor would probably say Yorkshire. Behind the TARDIS in a field is an old ruined abbey, and down the stone stairs, following the path will take you to the seaside town itself. From this height you can see a beach running off to the south, a lifeboat station, a harbour and a fairground, along with a variety of houses and shops.

Stoo: So, where do you want to go? There must be a reason for being here.


Colin: I just pressed buttons randomly on the console, I don't think the Doctor chose this place. Maybe the TARDIS did?

Debs: So there's bound to be something going on.

Colin (to the Gamemaster): Frank, can the Doctor do something to see if there's anything weird? I dunno, maybe scan with the Sonic Screwdriver, see if there's a reason the TARDIS brought us here?

Frank: Of course. What sort of thing are you going to be looking for?

Colin: I guess, if the TARDIS has brought us here, there must be something happening with the time/space continuum. Can I scan to see if there are any disturbances?



Frank: Sure, make an Awareness and Science roll.

Colin: The Doctor's Awareness is 4, his Technology is 5. If it's looking for timey-wimey things, can I add a bonus from my Vortex Trait?

Frank: Yes, you get +2 from the Vortex Trait, and +2 from the Sonic Screwdriver. Difficulty is going to be 12.

Colin takes two dice, rolls and gets a 5 and a 2. He adds the 4 from his Awareness, the 5 from the Technology Skill, and adds the dice and +4 from the bonuses from his Trait and the Sonic. (4+5+5+2+4=20).

Colin: That's 20!

Frank: Difficulty was 12, and that's 8 over, which is a Good Result. You take out the Sonic Screwdriver, twiddle with the controls and wave it about making its familiar buzzing sound. Checking the results of the scan you notice that there are some interesting readings. There's evidence of a temporal rift, but there's something else: there is a transmission emanating from somewhere, but it's too distant to get a lock on.

Colin (as the Doctor): Oooh, interesting! Strange readings, temporal rifts and odd transmissions. I love a mystery! Feels like Scooby-Doo. I used to love Scooby-Doo. Right then, Daphne, Velma, let's investigate.

Stoo (as Rory, to Amy): Did he just call you Daphne?

Debs (as Amy, to Rory): At least I have the hair, he called you Velma! Ha!

Colin (to the Gamemaster): I start heading down the stairs to the town, let's see what's going on.

Frank: Fantastic. You all head down the steps into the town. Anywhere in particular you want to go?

Colin (as the Doctor): Transmissions... transmissions... where would they transmit from...? The lifeboat station! Of course, there's bound to be a radio there to get messages from boats in distress. I'm going to head there!

Frank (to Stoo and Debs): Are Amy and Rory going to join him, or are they going to look elsewhere?

Debs (as Amy): I never trust a fairground. There's always trouble at fairgrounds. I bet there's something going on there. Rory and I will go and check that out.

Stoo (as Rory): We will?

Debs (as Amy): Of course! What are you, chicken?

Stoo (as Rory): No, it's just... you know... fairground people. They're a bit scary.

Colin (to the Gamemaster): Is there a handy landmark around here we can plan to meet up at?

Frank: Yes, there's a large building at the waterfront, the ground floor is a cafe called Monroe's.

Colin (as the Doctor, to Amy and Rory): Right you two. Try not to get into any trouble. I'm going to the lifeboat station, we'll meet up at that cafe for chips in, say, an hour?

Frank: You agree to meet up, let's follow the Doctor to the lifeboat station first, then we'll come back to Amy and Rory's adventures in the fairground. The Doctor heads to the edge of the harbour wall, where the lifeboat station sits at the top of a concrete slope that leads directly into the sea. The lifeboat is in its cradle, and the gift shop is open with postcards, sweets, tourist information and a collection box for the lifeboat charity. However, there is no one around. Not a single tourist or even a member of staff at the station.

Stoo: That's odd. Have we seen anyone since we've been here?

Frank: Not that you can remember.

Colin: That is odd. I'll have a good look around. Can I try to scan again with the Sonic Screwdriver, see if there's a better lock on the transmission?

Frank: Sure, make a roll like before.

Colin: Awareness, plus Technology, and those bonuses from the Vortex Trait and the Sonic Screwdriver...

Colin rolls two dice again, and gets a 3 and a 1. That's (4+5+4+4) = 17.

Frank: That's a Good Result again. You get a better fix on the temporal rift. Looking out of the window and pointing the Sonic Screwdriver, it seems to aim straight at that cafe.

Colin: Typical! I was just there! I'm going to have a rummage in my pockets to find some money, buy a postcard, and then head to the cafe.

Frank: The Doctor fumbles around and finds a five-pound note in his pocket. He leaves it on the counter and takes a postcard. There's a loud shriek of a seagull and you look towards the noise. When you look back, the money on the counter is the correct change for the postcard – four pound notes and seventy pence in change.

Colin (as the Doctor): Pound notes! I haven't seen those in a while. I wonder what year it is?

Frank: Meanwhile, back with Rory and Amy, they arrive at the fairground. On a small green just above the beach is Montezuma's Circus of Delights – a small, resident funfair with bumper cars, a Cyclone, a Ferris wheel, spinning teacups and a ghost train. All of the rides are going, but you can't hear them. There's no sound. No music, no screams of delight, nothing. It's like someone's turned the sound off. The rides stop at regular intervals to let people on and off, but there's no one around. No one is manning the rides, and not a tourist in sight.

Stoo (as Rory): See, I told you this was a bad idea. This is just plain creepy.

Debs (as Amy): You may be right.

Stoo (as Rory): The sensible thing to do would be to head back to the cafe and wait for the Doctor. We could have a nice cup of tea while we're waiting.

Debs (as Amy): Where would be the fun in that? I'm going to head over to the Ferris wheel and get on the next time it stops to let people on and off. Maybe when it's at the top I'll be able to see something.

Frank: Fine, you head over to the Ferris wheel, and sure enough, it comes to a stop to allow you to get on.

Stoo (as Rory): I'll wait here. Then if you get into trouble I can operate the controls and bring you back down.

Debs (as Amy): OK, that's probably a good idea. **(To the Gamemaster:)** I'll get on and try to spot anything weird while the wheel goes around.

Frank: OK, the wheel starts up again and you're raised to the highest point. As you go around you can see the Doctor coming out of the lifeboat station, waving his Sonic Screwdriver over some paper or something he has in his hand.

Debs (to the Gamemaster): Oh! I wave, see if he can see me!

Colin (to the Gamemaster): Can I?

Frank: No, you're too busy looking at those pound notes. Ah, those were the days. The wheel goes back to the bottom, and you can see Rory near the controls of the Ferris wheel. It continues around on its next circuit. At the top you look around the town and the harbour. Not a soul in sight. Then you spot some movement. Something's coming out of the Ghost Train. Something big. The wheel continues around and you reach the bottom.

Debs (to the Gamemaster): I'll shout at Rory, I need to warn him that there's something there!

Frank: OK, you shout at Rory. Stoo, make an Awareness + Ingenuity roll to hear Amy shouting at you.

Stoo: Oh no... My Awareness is 3 and Ingenuity is 4.

Stoo rolls and gets a 6 and a 1. He adds Rory's Awareness (3) and Ingenuity (4) and gets (6+1+3+4) 14.

Frank: Excellent. As there's no other sound from the rides it helps and you hear Amy shouting as she goes around, pointing back at the Ghost Train behind you. You look around to see a werewolf stomping out of the tunnel and heading your way.

Stoo (to the Gamemaster): Arg! I'm going to try to stop the Ferris wheel. I need to let Amy off so we can get away.

Frank: Okay, the werewolf is going to attack, but you're Doing, which goes before Fighting, so you get to try to stop the Ferris wheel first. It's quite easy, but there are a few buttons to press. Make

an Ingenuity + Technology roll. The Difficulty is 9. The better you roll, the closer to the bottom Amy is to get off the ride.

Stoo: Ingenuity's 4, Rory's Technology is only 2. I rolled... a 6 and a 4. That's 16!

Frank: Another Good result. You press the buttons and the wheel starts slowing down. It looks like it's going to stop with Amy at the bottom of the wheel. However, that's not going to be for about twenty seconds. The werewolf's going to attack.

Stoo: Surely it can't reach me, how far away is the Ghost Train? Won't it take a while to get to me?

Frank: Oh, it's not using teeth and claws. As you turn to check on the approaching beast, you can see that it points its huge, furry hand towards you. The fingers fold down and a small blaster extends. The werewolf's going to shoot. How are you going to react.

Stoo: Can I dodge out of the way? I'll dive over the control box for the Ferris wheel for cover!

Frank: Great. That's an Awareness + Coordination roll.

Stoo: Awareness of 3, Coordination's 3. And I roll... two 4's. That's 14.

Frank: OK, werewolf shoots. The Difficulty's the 14 you got. Coordination 2, Marksman 2, and it rolls a 6 and a 2. That's 8, plus 4, 12. Not good enough, that's a Failure Result. A "No, But". It shoots and misses you, BUT it hits the control panel for the wheel. Sparks fly out of the box, and it bursts into flames. The wheel starts speeding up again before Amy has a chance to get off.

Debs (as Amy): Eeeeeeeeeeeeeeeeeeee!!!

Colin: How far away am I? Can I see what's going on?

Frank: You hear the shot and the explosion of the control box and can start running to help, but the werewolf is going to reach Rory before you get there. What's Rory going to do?

[You can continue the story yourself by downloading the "Arrowdown" adventure from the Cubicle 7 website.]

