

BBC



# DOCTOR WHO

ADVENTURES IN TIME AND SPACE



Sample



9<sup>TH</sup> DOCTOR  
2005

THE NINTH DOCTOR SOURCEBOOK

## CREDITS

**LINE DEVELOPER:** Andrew Kenrick

**WRITING:** Walt Ciechanowski

**EDITING:** Andrew Kenrick

**COVER:** Paul Bourne

**GRAPHIC DESIGN AND LAYOUT:** Paul Bourne

**CREATIVE DIRECTOR:** Dominic McDowall

**ART DIRECTOR:** Jon Hodgson

**SPECIAL THANKS:** Georgie Britton and the BBC Team for all their help.

*"My Ninth was how the Daleks knew the Doctor."*

The Ninth Doctor Sourcebook is published by Cubicle 7 Entertainment Ltd (UK reg. no.6036414).

Find out more about us and our games at [www.cubicle7.co.uk](http://www.cubicle7.co.uk)

© Cubicle 7 Entertainment Ltd. 2015

BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (wordmarks and devices) are trademarks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2009. TARDIS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1966. K-9 image © BBC/Bob Baker/Dave Martin 1977.

Printed in the USA



**CONTENTS**

<b>INTRODUCTION</b>	<b>4</b>
How to Use this Book	4
<b>CHAPTER ONE: THE NINTH DOCTOR AND COMPANIONS</b>	<b>6</b>
Who is the Doctor?	7
The Ninth Doctor	8
The Ninth Doctor's Companions and Acquaintances	9
Rose Tyler	13
Adam Mitchell	14
Captain Jack Harkness	15
Jackie Tyler	16
Mickey Smith	17
The Ninth Doctor's TARDIS	18
<b>CHAPTER TWO: PLAYING IN THE NINTH DOCTOR'S ERA</b>	<b>19</b>
A New Era	20
An Earth Without the Doctor	21
Temporal Echoes	22
Rebooting the Universe	23
The Doctor's Journey	23
Everything Old is New Again	27
New Traits	29
<b>CHAPTER THREE: THE NINTH DOCTOR'S ADVENTURES</b>	<b>31</b>
Rose	32
The End of the World	44
The Unquiet Dead	59
Aliens of London/World War Three	71
Dalek	87
The Long Game	103
Father's Day	115
The Empty Child/The Doctor Dances	123
Boom Town	134
Bad Wolf /The Parting of the Ways	142
<b>INDEX</b>	<b>156</b>



## INTRODUCTION

*'Hail the Doctor, the Great Exterminator!'*

Except for a brief moment at the turn of the second millennium, the Doctor had been largely absent from contemporary Earth, relatively speaking, for over 15 years. When he did return, he wasn't quite the Doctor of old. He had a callous and haughty edginess, forged by his ruthless but necessary actions during the Last Great Time War. As far as this Doctor was concerned he'd caused the destruction of his own people to save the universe from the Daleks and it owed him for that!

The Ninth Doctor continued to contain the fallout from the Time War but he was still unsure of his role in the universe. He'd survived the Time War but it didn't feel like a victory; indeed, he claimed that "everybody lost." He was now alone in the universe with no one that understood him. It would take a young human shop girl to help him heal the emotional scars of the Time War and come to grips with who he was: a force for good in the universe.

Thus, over the course of his adventures, the Ninth Doctor gradually made peace with himself over his actions. At first he tried to isolate himself, only allowing Rose to penetrate the gruff demeanour that he portrayed. He gradually loosened up and realised that he couldn't allow the Time War to turn him into what he hated most – a ruthless killer. Instead he tried to heal once more and, when confronted by an enemy from the past, chose not to destroy yet another species just to finish the Time War for good. He was the Doctor again.

At the start, however, the Ninth Doctor was let loose into a new universe, one that had been reshaped by the Time War. Some of these changes were subtle, while others had a major impact on the timeline of the universe. Now you can join the Ninth Doctor and his companions as they explore this strange, new universe, freshly minted from the ashes of temporal warfare!

**HOW TO USE THIS BOOK**

The **Ninth Doctor Sourcebook** is primarily a Gamemaster's resource for running adventures either with the Ninth Doctor and his companions or

INTRODUCTION



in the style of the Ninth Doctor's adventures. While players will certainly benefit from the background information in this book, particularly regarding the Doctor and his companions (and other information the Gamemaster deems worthy to share!), all of the rules needed to create or portray the Ninth Doctor's companions are found in the **Doctor Who: Adventures in Time and Space** Core Rulebook.

This book is designed to be a guide to capturing the feel of the Ninth Doctor's era and incorporating it into your adventures. Chapter One offers advice on how to craft adventures in the style of the Ninth Doctor's era. Chapter Two describes the Ninth Doctor, his companions and his TARDIS. After that, we delve into each of the Ninth Doctor's actual adventures. Each adventure includes the following information (along with some fun extra bits in the sidebars!):

- **Synopsis.** Where did the TARDIS land this time? Who did the Doctor meet and what terrible challenges did he and his companions face? This section summarises the key events of the adventure as experienced by the Ninth Doctor and his companions.
- **Running the Adventure.** If your players are unfamiliar with the adventure then you may want to run it for them. This section gets into the nuts and bolts of bringing the adventure to life and the adaptations necessary when using other Doctors and companions or even running it

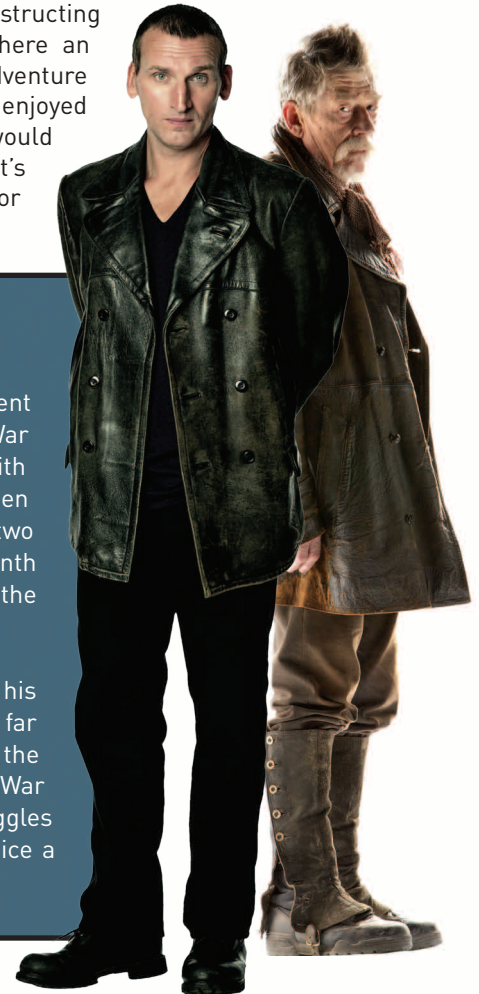
Doctor-less. This section is also useful for when you just want to adapt bits or 're-skin' it in order to enable players who do remember the original to enjoy playing through a fresh new take.

- **Characters, Monsters and Gadgets.** This section includes statistical and background information on the various non-player characters, monsters and gadgets that the Doctor and his companions encountered over the course of the adventure.
- **Further Adventures.** An adventure is more than the sum of its parts; it's a convergence of separate elements that may be encountered again (or previously!). The Doctor and his companions have often come across something they've experienced before in a new way, whether it be the return of an adversary, the effects of their previous actions on a society or involving themselves again in the life of an old friend. This section includes adventure seeds that build off the elements in the current adventure. While we hope these seeds are playable on their own, they are also designed to spark your imagination when constructing new adventures. Was there an element of a previous adventure that your players really enjoyed or idly wondered what would happen next with it? That's a great adventure seed for the future!

### DOCTOR WHO? A QUESTION OF NUMBERS

Sharp-eyed readers have already undoubtedly noticed that this supplement is called **The Ninth Doctor Sourcebook** but doesn't include a picture of the War Doctor on the cover. While the conclusion of the Last Great Time War ended with the War Doctor reclaiming his place amongst his other incarnations, we've chosen to continue to label the incarnation that met Rose Tyler as the Ninth Doctor for two reasons. First, it's because this incarnation has been traditionally known as the Ninth Doctor and to change it now may cause confusion (just think of the War Doctor as 'the Eight-Point-Fifth Doctor').

Secondly, and more importantly, this incarnation of the Doctor believes that his former incarnation broke 'the promise' that came with the name 'the Doctor.' As far as he's concerned the War Doctor is not a link in the chain of Doctors, and with the Last Great Time War time-locked and inaccessible it's easy enough to relegate the War Doctor to a painful memory best left in the past. Indeed, as the Ninth Doctor struggles with the angst of what he'd done to end the Time War he practically didn't notice a regeneration; as far as he's concerned, the blood is on his hands.



CHAPTER ONE  
THE NINTH DOCTOR AND COMPANIONS



*'The Doctor is a legend woven throughout history. When disaster comes, he's there. He brings the storm in his wake and he has one constant companion... death.'*

## WHO IS THE DOCTOR?

While the Ninth Doctor is often seen as a 'rebirth' of the Doctor in the aftermath of the Last Great Time War, in truth he is more of a bridge between the old and the new. While the Time War is over, the Ninth Doctor is still emotionally suffering over what he had done and is trying to tie up loose ends while rediscovering his place in the universe.

When the War Doctor regenerated at the conclusion of the Time War, the Ninth Doctor lost his predecessor's memories and believed he had destroyed Gallifrey to stop the Daleks rather than save it. Thus he was 'born' wracked with guilt over what he'd done.

Physically, the Ninth Doctor is a departure from his earlier incarnations. He has a fiercer look; a tall bloke with close-cropped hair, a beaky nose and big ears. He dresses in an understated but imposing way, with a leather jacket, jumper, jeans and boots. In effect, he doesn't look out of place in modern, working-class London, which is a far cry from the attire of his predecessors (it should be noted that he never seems to change except for the colour of his jumpers, as his outfit can generally be rationalised by people in that time - the Ninth Doctor has been accused of being a navy in Victorian Cardiff, a U-Boat captain in World War II London and in fashion with the inhabitants of Satellite Five). On occasion the Doctor does wear other clothes, but he prefers to stick with his basic look.

Still reeling from the Time War, the Doctor can be best described as blunt and intense. He doesn't suffer fools gladly and insults humanity as 'stupid apes' without worrying about whom he might offend. He does have a good heart, however, and tries to clean up the mess left from the Time War while protecting his adopted home - having lost Gallifrey, the Ninth Doctor limits his travels to Earth.

Initially determined to work alone, the Ninth Doctor slowly opens up to Rose, relishing the fact that he can be 'the Doctor' again to a new companion while discovering what changes the Time War has wrought to his favourite world. Over the course of his life he comes

to terms with his participation in the Time War and his actions to end it, including making peace with the last surviving Dalek soldier and embracing his role as Earth's protector.

By the time he meets the Dalek Emperor and its new army of Daleks, the Doctor has healed most of his wounds but acts in fear of the Daleks, ripping them open again. In the end, the Ninth Doctor remains true to his ideals and realises his mistake in the way he ended the Time War (or at least the way he thought he did) and is rescued by Rose and the TARDIS in the form of Bad Wolf. When he regenerates after removing the power from Rose, his tenth incarnation is considerably less 'damaged.'



# THE NINTH DOCTOR

## STORY POINTS

8

## ATTRIBUTES

<b>4</b> AWARENESS	○○○○
<b>4</b> COORDINATION	○○○○
<b>8</b> INGENUITY	○○○○○○○○
<b>4</b> PRESENCE	○○○○
<b>5</b> RESOLVE	○○○○○
<b>3</b> STRENGTH	○○○

## SKILLS

<b>3</b> ATHLETICS	<b>3</b> MEDICINE
<b>4</b> CONVINCING	<b>5</b> SCIENCE
<b>2</b> CRAFT	<b>3</b> SUBTERFUGE
<b>2</b> FIGHTING	<b>3</b> SURVIVAL
<b>6</b> KNOWLEDGE	<b>5</b> TECHNOLOGY
<b>1</b> MARKSMAN	<b>4</b> TRANSPORT

## BIODATA

### PERSONAL GOAL

To explore the universe while bearing his guilt over his actions during the Time War.

### PERSONALITY

The memories of the end of the Time War are still fresh and raw, leaving him somewhat brusque, cold and intense at first.

### BACKGROUND

The Last of the Time Lords, the Ninth Doctor regenerated in the aftermath of the War Doctor's ending of the Time War by destroying both his own people and the Daleks.

## TRAITS

Artron Battery	Run for your Life!
Bio-rhythmic Control	Technically Adept
Boffin	Time Lord (Experienced x9)
Brave	Time Traveller
Feel the Turn of the Universe	Voice of Authority
Gadget	Vortex
Hypnosis (Minor)	Argumentative
Indomitable	Code of Conduct
Keen Senses (Minor) - Hearing and Smell	Eccentric
Photographic Memory	Impulsive
Psychic	Insatiable Curiosity
Quick Reflexes	Last of My Kind
Random Regenerator	Obsession
Resourceful Pockets	

## STUFF

Psychic Paper  
Sonic Screwdriver  
TARDIS

Time Lord

10





## THE NINTH DOCTOR'S COMPANIONS AND ACQUAINTANCES

The Ninth Doctor began his tenure with a clean slate. Fresh from the Last Great Time War, he preferred to act alone. Part of this was due to his own self-loathing over what he had to do to end the Time War and the fact that he'd changed so much during the course of the War that he wasn't sure exactly who he was any more. In a sense, he was still fighting the Time War, dealing with the repercussions of the conflict, such as the Nestenes finding a new protein source, rather than seek out adventure. He wanted to reclaim the mantle of 'Doctor,' but he wanted to define what that meant on his own terms.

Rose Tyler changed his perspective. She didn't do it entirely at first, as the Doctor was quick to abandon her after their initial encounter and only returned because she was still in danger. He reminded himself that humans were 'stupid apes' and ridiculed their domestic lives not because he really felt that way, but rather because he was trying to convince himself not to bring another companion aboard. Still, Rose's curiosity and sense of adventure was infectious and, over the course of their first adventure together, she won him over. He was finally prepared, as with his older incarnations, to accept a travelling companion

once more to show the wonders to the universe to, rather than just deal with old fallout.

Over the course of their adventures Rose continued to challenge and change him, reminding him that he wasn't alone and that there were those who still cared for him, even if his people were wiped out in the Time War. She also challenged him to rise up above his anger and accept that the War was over and that he no longer needed to be a soldier. By the end of their travels together Rose had come to love him enough that, even when he sent her away for her own safety on his suicide mission, she returned and took some of the burden of ending the Time War off him. It sparked his regeneration, but his new form would finally be able to heal some of the angry scars that the Ninth Doctor still carried.

If Rose Tyler was just what the doctor ordered, then Adam Mitchell was the exact opposite. Like Rose, he was a young person caught up in dangerous events and, with little left to keep him home, he joined the Doctor and Rose on their adventures. But, where Rose enjoyed journeying through time and space on their own merits, Adam was timid and uncomfortable. Rather than open his heart to the wonders he did the banal thing, attempted to exploit it for profit. His one outing with the Doctor would be his last.



Captain Jack Harkness was more of a kindred spirit than a companion. His attempt at a perfect con created a danger that almost destroyed the Earth, but he was quick to help fix it, even at the cost of his own life when he'd realised what he'd done. A former Time Agent and temporal explorer, Jack was more 'hitching a ride' than being a proper companion; he'd been rescued from death, helped the Doctor refuel the TARDIS, and then was kidnapped along with the Doctor and Rose by the Game Station Controller. Like the Doctor, he was willing to sacrifice his own life and others in order to prevent the Daleks from conquering the universe.

In addition to the Doctor's three companions, there were also two people tied so closely to Rose that they played key roles in several of the Ninth Doctor's adventures. These were Mickey Smith, Rose's boyfriend, and Jackie Tyler, her mother. At first they thought the Doctor kidnapped Rose but later helped him defeat the Slitheen (twice, in Mickey's case). They also played a crucial role in saving the Doctor and Jack's lives by helping Rose get back into the TARDIS so that she could merge with its heart and save him.

## ROSE TYLER

Rose Tyler was a 19 year-old shop girl who happened to be in the right place at the right time to meet the Doctor, as the department store where she worked was being used by the Nestene Consciousness to

create Autons. After helping the Doctor defeat the Nestene Consciousness, Rose accepted his offer to travel with him. She found herself enjoying the thrill of seeing various periods of Earth history and discovered that she didn't miss the banality of normal life.

Prior to leaving with the Doctor, the two most important people in Rose's life were her mother Jackie Tyler and her boyfriend, Mickey. Rose felt like her life was going nowhere; she still lived with her mother and her relationship with Mickey was comfortable but not particularly exciting. Once she was aboard the TARDIS Rose still cared for them and wanted to reassure them that she was okay, but she had little desire to return to her life with them.

Rose enjoys jumping into new times and situations with both feet and exploring these strange new eras. Like the Doctor, she is curious and wants to right wrongs when she sees them. At this point in her life she has a crush on the Doctor and would never willingly leave his side, even when facing certain death.

## ADAM MITCHELL

In spite of his inclusion in this section, Adam is more of an 'anti-companion.' He is an example of the type of person who doesn't make good companion material. He was discovered in the employ of an amoral American businessman and used his first trip through time and space to try to line his own

