

Doctor Who: Fifty

An adventure for Doctor Who: Adventures in Time & Space in celebration of the 50th anniversary of Doctor Who

By Morgan Davie, for Kapcon in January 2014 - taleturn.com

Overview

In this adventure, the Eleventh Doctor crosses paths multiple times with one family as they grow older. Each encounter happens in the shadow of a dramatic event from the Doctor's own past. Eventually it becomes clear that there is a purpose to these encounters, as the family is being used by a powerful force for its own ends...

The Chatfield Family

The Chatfields are Londoners of many generations. The family are:

- Esther Chatfield - wife/mother, avid cyclist with ambitions to travel, tragically killed in 1963
- Maurice Chatfield - husband and father, lifer at Royal Mail across several Post Offices and also a stint in Head Office on the Embankment. He never had any ambition to travel...
- Samuel Chatfield - eldest child, pupil at Coal Hill, nursed a crush on Susan Foreman who disappeared shortly before his mother was killed
- Veronica Chatfield - middle child, doesn't really remember her mother
- Madeleine Chatfield - youngest child, a babe in arms when her mother was killed

Esther and Maurice moved to a place in Earl's Court shortly after Samuel was born, and Maurice would remain there his whole life. Chatfields encounter the Doctor five crucial times:

- In 1963, while London is the scene of a Dalek battle
- in 1972, while London is deserted and dinosaurs roam the streets
- In 1986, while a twin planet appears in the sky
- In 1999, while the Earth is shaken by a time anomaly
- In 2005, during an Auton invasion of London

From the Doctor's perspective, these encounters occur in a different order:

- The Doctor, Amy, Rory and River visit the Millennium celebrations in London, and encounter an old man named Maurice Chatfield, who knows exactly who they all are.
- Later, the Doctor and River drop in on 1972 London. They meet Maurice as a young man, and two of his three children, and save them from dinosaurs.
- Some time after that, the Doctor, Amy and Rory investigate an anomaly in 1963 London, and help Maurice and his eldest child escape the Daleks.
- The Doctor and Clara are drawn to London in 1986 as the tenth planet looms in the skies overhead. They meet Maurice's three children and the mystery comes into focus.

- Pursuing the mystery, the Doctor goes to 2005 London where the three children are fighting for their lives against the Autons.

Incidentally, River's perception is (as is traditional) the reverse of the Doctor's - she experiences 1973 London first, and 1999 London second.

The Secret of the Chatfields

The force that is behind the Chatfields' repeated encounters with the Doctor is the TARDIS.

In 1963, eight-year-old Samuel Chatfield followed Susan Foreman home to a junkyard. He touched a mysterious Police Box, and had a vision that meant he saved his sister but witnessed his mother's death.

Susan was gone by the time Samuel went back to school. The Police Box was gone from the junkyard. But unbeknownst to any of the Chatfields, the TARDIS had left them with a gift.

When Samuel had touched the TARDIS, it saw his connection to his dying mother, and used the charged emotional event to reproduce into his and his family's mind. Vortex energy spread out to his family and planted a hidden process in their minds, unfolding in the subconscious recesses of the four family members. This process would slowly, over decades, build another TARDIS.

(Why did the TARDIS do this? Because after the Time War, it was the only TARDIS, and it was lonely, so it sent a message back through its own timeline, knowing that message would grow and grow...)

Unfortunately for the Chatfields, the process was noisy, and from time to time spikes in activity would draw attention from time-sensitive powers. Furthermore, every time a blast of vortex energy surged through London, it would light up the Chatfields like a beacon. Of course, the TARDIS itself senses the vulnerability of the children, and brings the Doctor into their path to save them...

The ReproDoctor

The vortex energy around the Chatfields is not pure. Trapped within it like a scorpion in a spider's web is an enemy who covets their power. It is an agent of the Daleks: the ReproDoctor.

When the Daleks chased the first Doctor through time and space, they cornered him on the planet Mechanus and created a robotic duplicate of him. With orders to infiltrate and kill, the duplicate was discovered and defeated by the Doctor and his friends. However, it was not totally destroyed and in time repaired itself. Returning to the Dalek time capsule, the duplicate was delivered to London, 1965, and barely escaped the capsule before it was destroyed.

Stranded in London, the robotic duplicate soon detected the vortex energy around the Chatfields. It sensed power growing within them, and it waited for the right time...

Soon after this, in 1966, the robot was snatched up in a time scoop by the Time Lord Borusa. Borusa's scoop immediately identified the mistake and reset, but not before trapping the robot in a time eddy. Since then, the trapped ReproDoctor has been waiting for freedom...

Briefing Notes and Special Rules

- This adventure employs the kind of structural games common in the 11th Doctor's adventures.
- Follow your instincts towards emotional truth and dramatic moments, don't worry if it stops making much sense.
- This is a game for five players. Everyone but the Doctor's player will switch off between two characters, one companion and one Chatfield:
 - Clara/Maurice
 - River/Samuel
 - Amy/Veronica
 - Rory/Madeleine
- Story Points will stay with the player throughout. (River/Samuel is the only source of complexity here - when switching from Samuel to River, set aside any story points in excess of River's maximum, then get them back later.)
- This adventure happens out of order from the perspective of some characters. Give players story point awards for embracing this and coming up with resolutions for any apparent contradictions!

Start

A classic Moffat tableaux that will haunt the narrative: an 8-year-old boy holding a baby, a woman lying in the gutter, a man running to her screaming, and a 3-year-old watching...

1963

Overview

Samuel (age 8) is at his mother's grave. Maurice (age 29) comes to find them. They are disturbed by daleks, who have sensed their vortex energy.

The Doctor, Amy and Rory help them escape. This is the Doctor's third time meeting Maurice, but the first time he has met Samuel; Amy and Rory have met Maurice before.

Scene

A cemetery in Shoreditch. Night is falling. As is a gentle rain.

A new grave, dirt not yet settled. A temporary marker at the head, fresh flowers: "Esther Chatfield, 1936-1963".

And a boy. Eight years old, Samuel Chatfield, driven by emotions he can't quite understand.

A man approaches him: his father, Maurice Chatfield.

Hand over to the players to interact. Then interrupt them with a rasping voice: "Vor-tex energy detected! You will halt! You are prisoners of the da-leks!"

They are surrounded by Daleks! Then the Doctor, Amy and Rory arrive. The scene is outwitting and escaping the Daleks in a rainy dusky cemetery... Then ensuring the Daleks leave the Chatfields alone for a while. *(Hey, you're the Doctor, come up with something!)*

The Doctor can't linger in this time without changing a very delicate chunk of his own history.

1972

Overview

Maurice (age 38) is lost in London, hunted by dinosaurs.

Madeleine (10) and Veronica (13) are trying to find him.

(Samuel, 17, is away on a leavers trip for school.)

The Doctor and River arrive. They are enjoying a date in a deserted London which is filled with dinosaurs. But they both sense a blast of vortex energy and find the three Chatfields. They have met Maurice before.

Scene

Open with the Doctor & River on a date. "We have London all to ourselves Sweetie, as long as we dodge the dinosaurs..." - "Speaking of which..."

Then they detect a vortex energy spike. The dinosaurs, themselves creatures out of time, are drawn like moths to a flame...

They find Veronica and Madeleine, who are hunting their father who is trapped somewhere nearby. When they find him, Doctor realises he's met him before, in his future. "Vortex energy, again! And your children have it too!"

The scene is rescuing Maurice and avoiding being eaten by dinosaurs; then getting the Chatfields out of London. The energy spike dies away, though, so the Doctor will move on...

1986

Overview

There's a strange planet in the sky and London has gone a bit funny. The three Chatfield

siblings (now aged 31, 26 and 23) get together for a drink, reuniting for the first time in a while.

Their reunion drink is shortly interrupted by the Doctor and his friend Clara. Maurice (aged 52) is not involved in this event.

There is a cyberman cell spreading through the sewers, and they are targeting the vortex energy emanating from the Chatfield siblings. The Doctor has also picked up the energy spike: "I thought it would be you!" The sibs can tell the Doctor some of the strange time sense they have acquired. Some things start to fall into place for the Doctor... but not here. He has to jump ahead...

Scene

A pub. The three Chatfield siblings gather for a drink, under the shadow of a tenth planet... Hand over to the players to "catch up". Then have the Doctor arrive (he knows all of them by now), introducing Clara. They have a bit of a chat. The Doctor takes a reading of the three of them, and determines that, yes, the configuration of the vortex energy within them is changing over time, it is growing more and more complex. But into what??

And then the Doctor mentions that they're about to be attacked by cybermen. On cue...

So the scene is fighting cybermen, then going down into the sewers to blow up their headquarters. *Clenches fist* Excellent.

1999

Overview

The Doctor, Amy, Rory and River visit the Millennium celebrations in London (including the debut of the Millennium Wheel - setup for 2005!) - but they find themselves in trouble! They are about to meet a new friend, Maurice Chatfield...

Maurice (aged 65) is alone in London for the celebrations. It's his turn to save the Doctor and his friends... from the Cult which is determined to sacrifice them to hasten the Mandragora's return.

Scene

Maurice is out for an early-morning walk along the Embankment? Is he off to work at head office? To check if the millennium bug stuff has all been worked out? He's about to retire...

But somehow (his guardian angel) he senses something funny going on under the millennium wheel... a hidden base! (Later to be used by the autons, in fact.) There's a cult wearing golden masks, with two big Yeti enforcers.. And the Doctor is on the slab... Amy, Rory and River are tied up on the walls... and they're waiting... Watching televised coverage of events in San Francisco...

At 8am, the reality-breaking effects of the Master's plan in San Francisco erupt, and the Mandragora cult will carry out a sacrifice. Only someone named Maurice can save the day!

2005

Overview

The Doctor has come because he knows this is another point when the vortex energy will spike. The TARDIS knows that the message it sent back through time will come to fruition now.

Maurice (71) is old, in a coma. In the hospital, the resuscitation training dummies come to life and start attacking the patients. The children (50, 45, 42) fight for their lives. They are special, all three of them. And the Doctor comes to help.

Scene

In an echo of the opening tableaux, a Chatfield (this time Maurice) is lying down, attended by three children. In the Royal Hope Hospital. Beep, beep of a machine. He is in a coma. A photo of Esther is at his bedside. "He just had a fall."

Then some bad stuff starts happening. A training dummy sits up... and others start walking in, killing the nursing staff, converging on the room, ready to kill...

And their guardian angel communicates with them: *You are ready. Use your powers. Let's see what you have made.*

And they do - they can't help it, almost - and out of the haze comes... ...the first Doctor!
(*Played by Clara's player.*) Samuel gasps, because he knows who this is.

They start fighting the autons! Everyone but Clara's player should think this is an actual cameo appearance by the first Doctor, including the Doctor (11) who arrives and is probably delighted to see himself!

But the first Doctor is in fact the ReproDoctor, and he will try to split up the Chatfields and, one by one, steal their vortex energy...

Conclusion

The Doctor works out what's going on. The TARDIS sends an empathic message to him - drop the facts to the player so it's clear what is happening now. "That message hid inside the four of you for five decades. You're incubating a new TARDIS. And it's fully grown."

Time starts folding in on itself. Back at the side of the road, adult and infant selves overlapping...

What will this look like? Is it a classic TARDIS control room with the Chatfields at the console? Does it make the Chatfields themselves into a TARDIS, so they are like ghosts, holding hands as they move across time? Ask the players to spend story points as they invent what it looks

like.

Maybe something like:

- 5 points creates a TARDIS-spirit that will fly, ghostlike, into the vortex
- 10 points creates a shimmering TARDIS that will survive for one special trip
- 15 points creates a TARDIS that will sustain itself

What have the Chatfields learned? What will they do with the power to travel through time? Will they go back to save their mother? It is up to them.

2013 (Epilogue idea)

2013. The cemetery. Another name has joined Esther on the tombstone... but have the dates changed? The children (58, 53, 50) are raising a glass with their parents to Madeleine on the occasion of her 50th birthday.

The Doctor & Clara watch. How do they react?

~END~

The Doctor's Timeline (1963)

1999

The Doctor, Amy, Rory and River visited the Millennium celebrations in London, and encountered an old man named Maurice Chatfield. He knew exactly who all of you were, and helped you out of a tricky situation.

1972

The Doctor and River dropped in on 1972 London. They met Maurice and his two daughters, Veronica and Madeleine. It turned out all three of them carried a charge of vortex energy. How mysterious!

...many adventures later...

1963

London. You've detected a spike in vortex energy from an unknown source (or sources). Which would be fine, except the Daleks have also taken an interest. (Oh yes, Daleks in London, but don't worry, you sorted that one out aaaages ago.)

You will shortly discover that the source of the energy is your old friend Maurice Chatfield (and his son Samuel, whom you haven't met before).

Your mission, then: save Maurice & Samuel, put the Daleks off the scent, and get out of there before you mess up your own timeline! And if you can get a hint about why this family is charged with vortex energy, so much the better...

The Doctor's Timeline (1972)

1999

The Doctor, Amy, Rory and River visited the Millennium celebrations in London, and encountered an old man named Maurice Chatfield. He knew exactly who all of you were, and helped you out of a tricky situation.

...many adventures later...

1972

The Doctor and River are on a date. River picked the destination: London, 1972, when the city was evacuated. "We'll have London all to ourselves, sweetie. Just us and the dinosaurs."

The Doctor's Timeline (1999)

1999

The Doctor, Amy, Rory and River are in London for the Millennium celebrations. Unfortunately, it's all gone a bit wrong. You've all been captured by the Followers of Mandragora who want to encourage the Mandragora Helix back to Earth.

(You'll soon discover their plan relies on a fracture in reality - you were in San Francisco when that all went down. Never made much sense.)

The Doctor's Timeline (1986)

1999

The Doctor, Amy, Rory and River visited the Millennium celebrations in London, and encountered an old man named Maurice Chatfield. He knew exactly who all of you were, and helped you out of a tricky situation.

1972

The Doctor and River dropped in on 1972 London. They met Maurice and his two daughters, Veronica and Madeleine. It turned out all three of them carried a charge of vortex energy.

1963

The Doctor, Amy and Rory saved Maurice and his son Samuel from the Daleks. The whole family is a hub of vortex energy. What is going on with them?

...many adventures later...

1986

The Doctor (with Clara) has detected a familiar spike of vortex energy. He follows it and finds himself at a reunion of the three Chatfield children. ("I thought it might be you lot!")

He intends to scan them side by side and see if he can make sense of the vortex mystery.

(Oh there's also the cyberman planet Mondas in the sky right now which has agitated a completely different bunch of cybermen who have been hiding in the sewers of London and will probably be converging on the Chatfield children right about now to capture them. But why mention that until the last possible moment? It'll just get them overexcited.)

Mission: scan the Chatfield kids, and blow up the cyberman base.

The Doctor's Timeline (2005)

1999

The Doctor, Amy, Rory and River encountered an old man named Maurice Chatfield.

1972

The Doctor and River met Maurice and his two daughters, Veronica and Madeleine.

1963

The Doctor, Amy and Rory saved Maurice and his son Samuel from the Daleks.

1986

The Doctor and Clara visited the three Chatfield children, and battled the Cybermen.

...very shortly after...

2005

The Doctor and Clara will turn up to save the day. The autons are attacking (Rose Tyler will sort that one out very soon, you just need to keep everyone alive). And also - time to get some answers...

The Guardian Angel

The Chatfields will seek help from their guardian angel. They will free you - the original Doctor!

A mad time lord kidnapped you with a Time Scoop, meaning to plant you in the Death Zone on Gallifrey. But something went wrong! You became stuck in a time eddy, and you've been there ever since. You have hovered close to the Chatfields, drawn in by their vortex energy, and you have been able to perceive them from time to time in a dreamlike way. And now you are free!

But you have secrets. You were never their guide or guardian angel. And you might not actually be the Doctor. Hmmm. Don't think about that!

Concentrate on one thing: winning the confidence of the Chatfields. Then separating them. Then sucking the vortex energy right out of them as they collapse into a whimpering, ruined husk.

River Song's Timeline (1972)

1972

River and the Doctor are on a date. River has picked the destination: London, 1972, when the city was evacuated. "We'll have London all to ourselves, sweetie. Just us and the dinosaurs."

River Song's Timeline (1999)

1972

River and the Doctor went on a date in 1972 London. They met a man named Maurice Chatfield and his two daughters, Veronica and Madeleine. It turned out all three of them carried a charge of vortex energy.

...many adventures later...

1999

River is in London with a younger Doctor, and Amy and Rory. You're there for the Millennium celebrations. Unfortunately, it's all gone a bit wrong. You've all been captured by the Followers of Mandragora who want to encourage the Mandragora Helix back to Earth!

Amy & Rory's Timeline (1963)

1999

Amy, Rory, the Doctor, and River Song visited the Millennium celebrations in London, and encountered an old man named Maurice Chatfield. He knew exactly who all of you were, and helped you out of a tricky situation.

...many adventures later...

1963

London. The Doctor has detected a spike in vortex energy from an unknown source (or sources), and he says the Daleks have also taken an interest. Some people might need saving!

Amy & Rory's Timeline (1999)

1999

Amy, Rory, the Doctor, and River Song are in London for the Millennium celebrations. Unfortunately, it's all gone a bit wrong. You've all been captured by crazy cultists!

Clara's Timeline (1986)

1986

The Doctor has invited himself to a family reunion. Apparently this family is charged up with vortex energy for some reason and he wants to figure out what it is. The reunion is happening under the shadow of the ghost planet, an apparition that appeared in the sky for a week or so before you were born. The Doctor says that has nothing to do with this, probably.

Clara's Timeline (2005)

1986

Clara and the Doctor visited the three Chatfield children, and battled the Cybermen.

...very shortly after...

2005

The Doctor and Clara will turn up to save the day. The autons are attacking! But the real danger is elsewhere...

Maurice Chatfield

Born: 1934

You fell in love with a girl named Esther. She was an avid cyclist, and you'd go along with her sometimes. She liked to cycle and to see new places, but you just liked being with her.

She had dreams to travel the world. You liked to hear her talk about them, but they would have to wait, because she was already pregnant. You married and had three children: Samuel (1955), Veronica (1960) and Madeleine (1963).

Just a few months after Madeleine's birth, tragedy struck. A car went off the road and hit Esther. She died in your arms.

You were never quite the same after. Always a homebody, you would stay in London for the rest of your life, working for the Royal Mail in various post office locations. Not that your life would be boring, far from it. For reasons you never fully understood, your life in London would be entangled with a very interesting man who never seemed to change... the Doctor.

When we meet Maurice, he is coming to find his 8-year-old son Samuel who has run away from the house again. Maurice knows where he'll be - at his mother's grave.

As Maurice's player it is up to you the kind of person Maurice becomes, BUT ensure he always stays in London working for the Royal Mail. We will see him age 29, age 39, and age 65.

Statistics in 1963, age 29:

Awareness 3	Athletics 2	Medicine 0
Co-ordination 3	Convince 2	Science 0
Ingenuity 3	Craft 1	Subterfuge 0
Presence 3	Fighting 1	Survival 0
Resolve 4	Knowledge 2	Technology 2
Strength 3	Marksman 0	Transport 3

Guardian Angel: Spend 2 story points and your guardian angel will send another Chatfield a helpful vision. The Guardian Angel might provide other help too, at the right time, for more points.

Samuel Chatfield

Born: 1955

In 1963, eight-year-old Samuel Chatfield met a girl named Susan Foreman. She was much older, a teenager, and impossibly beautiful. She played with him, unbidden and without any hesitation. And then she smiled and said she'd see him around.

He had a crush on her of course, his first crush, and it was all-powerful and barely comprehensible. But he tried to understand who she was and none of it made sense. Some people said she lived in a junk yard with her grandfather!

One day, out with the family at the local shops, Samuel went off alone. He reached the junk yard and watched as Susan spoke with her grandfather at the gate. Then the grandfather walked away and Susan went into the yard. Samuel scaled the wall, but he couldn't see her anywhere.

Cautiously, he approached a big blue Police box. It seemed to be humming, and he liked the way it made him feel. He approached it, and laid his hand on its warm wooden door. And he had a vision: his baby sister Madeleine in danger, fallen in a culvert, being washed by stormwater.

He ran. He ran as fast as he could, and jumped down, and just as he'd seen, there she was. He rescued Madeleine, saved her life. It was only when he climbed back up that he discovered why she was down there. His mother had been holding her when she was struck by a car. He stood holding Madeleine in his arms, watching, uncomprehending. His mother lay on the side of the road. His father came sprinting up, his other sister toddling after. His mother died as he watched.

When we meet Samuel, he is 8 years old, having sneaked out of home to stand at his mother's fresh grave. He is filled with emotions he can barely process. As Samuel's player it is up to you the kind of person he becomes. We will see him age 8, age 31, and age 50.

You can share the backstory above whenever you like, or never. Up to you.

Statistics in 1963, age 8:

Awareness 3	Athletics 1	Medicine 0
Co-ordination 1	Convince 1	Science 0
Ingenuity 1	Craft 0	Subterfuge 1
Presence 1	Fighting 0	Survival 0
Resolve 2	Knowledge 0	Technology 0
Strength 1	Marksman 0	Transport 0

Guardian Angel: Spend 2 story points and your guardian angel will send another Chatfield a helpful vision. The Guardian Angel might provide other help too, at the right time, for more

points.

Veronica Chatfield

Born: 1960

You were three years old when mother died. You don't really remember her, just images. Sometimes you and your sister made your father talk about her: "She always wanted to travel. Not my sort of thing, really. But if you take after her, and you get the itch, you should do it. Go wherever you want. She would have liked that."

When we meet her age 13, she is breaking the rules to rescue her father. London has been evacuated, but she's had a vision, she knows he is trapped in a damaged building. Your younger sister Madeleine is with you. (Your older brother Samuel is away.)

As Veronica's player it is completely up to you the kind of person Veronica becomes. We will see her age 13, age 26, and age 45.

Statistics in 1972, age 13:

Awareness 3	Athletics 2	Medicine 0
Co-ordination 3	Convince 2	Science 1
Ingenuity 2	Craft 1	Subterfuge 1
Presence 3	Fighting 0	Survival 1
Resolve 3	Knowledge 1	Technology 0
Strength 2	Marksman 0	Transport 0

Guardian Angel: Spend 2 story points and your guardian angel will send another Chatfield a helpful vision. The Guardian Angel might provide other help too, at the right time, for more points.

Madeleine Chatfield

Born: 1963

You were a babe in arms when mother died. You don't really remember her, just images. Sometimes you and your sister made your father talk about her: "She always wanted to travel. Not my sort of thing, really. But if you take after her, and you get the itch, you should do it. Go wherever you want. She would have liked that."

When we meet her age 10, she is bravely trying to rescue her father. London has been evacuated, but she's had a vision, she knows he is trapped in a damaged building. Your older sister Veronica is with you. (Your older brother Samuel is away.)

As Madeleine's player it is completely up to you the kind of person Madeleine becomes. We will see her age 10, age 26, and age 45.

Statistics in 1972, age 10:

Awareness 3	Athletics 0	Medicine 0
Co-ordination 1	Convince 2	Science 0
Ingenuity 2	Craft 0	Subterfuge 3
Presence 2	Fighting 1	Survival 0
Resolve 2	Knowledge 0	Technology 0
Strength 1	Marksman 0	Transport 0

Guardian Angel: Spend 2 story points and your guardian angel will send another Chatfield a helpful vision. The Guardian Angel might provide other help too, at the right time, for more points.

Mandragora Helix

The Mandragora Helix is trying to return, using the fissure in reality around NYE to do so.

The Mandragora Helix's natural form is a glowing ball of red-orange energy. It can also morph into basic shapes as well as transfer some of its power to humanoid hosts. When possessed, humanoid hosts gain the Mandragora's powers and become humanoid-shaped energy beings that can still wear clothing and manipulate objects.

Awareness 4
Presence 3

Coordination 5
Resolve 6

Ingenuity 5
Strength 0

Athletics 3, Convince 3, Fighting 3, Knowledge 5, Marksman 3, Science 4, Subterfuge 2, Survival 3, Technology 2

Alien Appearance (Major): Mandragora is a ball of energy.

Flight (Major): Mandragora can fly as high as it likes at a speed of 3x Coordination.

Immunity (Special): Mandragora takes no damage from energy or physical attacks.

Natural Weapons (Major): Heat bolts that do (4/L/L) damage.

Telepathy: May create a mental link to read minds or converse telepathically.

Weakness (Major): Touching grounded metal (including via heat bolt) does 4 levels of damage.

Story Points: 10

Ronald Whyte

Ronald is the leader of the BrotherSisterhood of Mandragora, a secret society dedicated to the mysterious force due to return any day now. He looks forward to becoming infused with Mandragora power. (He'll gain Immunity, Natural Weapons and Weakness if this happens.)

Awareness 4
Presence 5

Coordination 4
Resolve 4

Ingenuity 3
Strength 2

Skills: Athletics 2, Convince 4, Craft 3, Fighting 2, Knowledge 3, Marksman 2, Medicine 1, Science 2, Subterfuge 3, Transport 2

Traits

Eccentric (Minor): Ronald often engages in arcane mutterings and cryptic references to astrological events, and has an air about him that unnerves others.

Hypnosis (Major): +2 bonus to control another's actions and feelings.

Voice of Authority: +2 bonus to Presence and Convince rolls.

Equipment: Knife (2/4/6)

Story Points: 8

Continuity Guide

This adventure is, very deliberately, a convoluted continuity overload. References include:

- *An Unearthly Child*: Coal Hill School, I. M. Foreman's Junk Yard
- *The Chase*: The ReproDoctor
- *The Tenth Planet*: Mondas in the sky
- *The Web of Fear*: Yeti Mandragora Cultists
- *Invasion of the Dinosaurs*: Dinosaurs in London
- *The Masque of Mandragora*: The Mandragora Cultists
- *The Five Doctors*: The Time Scoop (and the robotic 1st Doctor, a deep cut that one)
- *Attack of the Cybermen*: The London cybermen cell
- *Remembrance of the Daleks*: The Daleks in London
- *The TV Movie*: The millennium disruption
- *Rose*: The auton attack in 2005 (and the London Eye hidden base)
- *Smith & Jones*: Royal Hope Hospital
- *The Doctor's Wife*: the TARDIS as a sentient being

Feel free to add more!