

Introduction

Overview

Purpose

This document compiles detailed information on Daleks into a single resource, along with backstories for custom characters. Its goal is to help you understand how Daleks function, behave, and speak, and to guide you in creating Dalek characters that seamlessly fit into established lore.

Scope of Study

This document delves into Dalek lore, including a timeline of key events that have shaped the Daleks over time. It examines Dalek anatomy, explaining their internal mechanisms; Dalek psychology, revealing their thought processes and emotional framework; and Dalek speech, providing examples, resources, and references for accurate portrayal.

Navigation

You can navigate this document using the sidebar tabs on the left. Selecting a tab once will expand its section; clicking the same tab again will reveal its subtopics for deeper exploration.

Credits

[SynaBytez](#) - Document Owner, Editor

[LeanMaxine](#) - Editor



Dalek Lore

Overview

Introduction

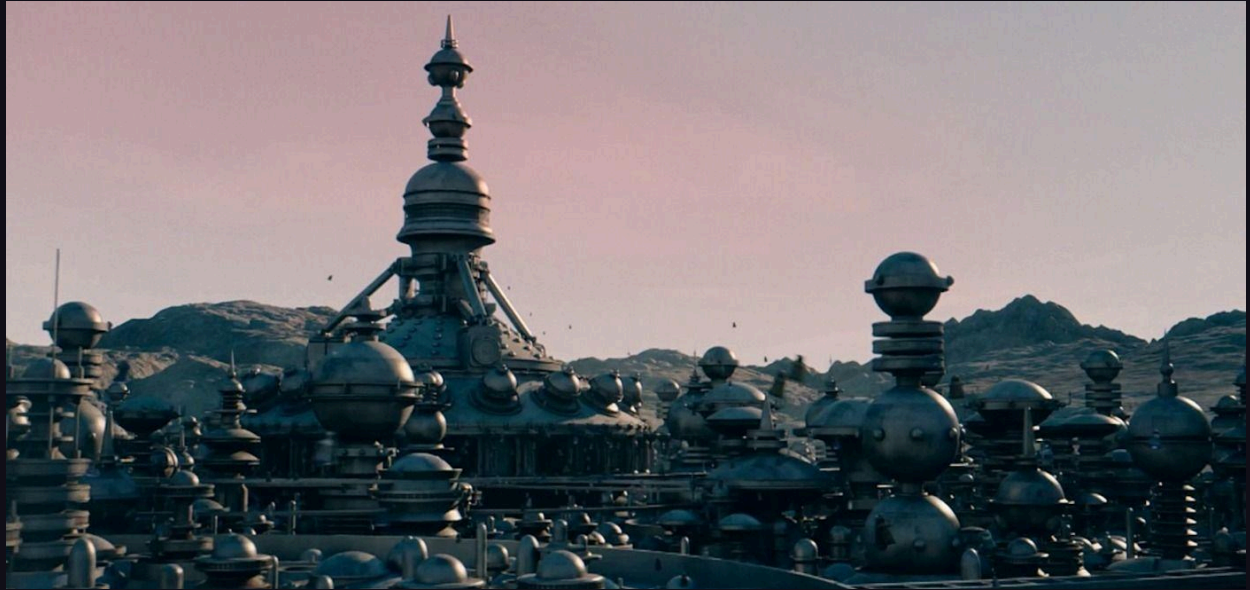
The Dalek lore is vast, and countless pivotal events have shaped what the Daleks are now. In exploring their story, we can learn about the various aspects that define them: their unique culture, their complex and tragic history, their relentless psychology, and their distinctive design. Together, these aspects form the identity of the Daleks.

Topics

1. [Culture](#)
2. [History](#)
3. [Psychology](#)
4. [Design](#)

External Resources

- [The Dalek Book 1964](#)
- [The Dalek World 1965](#)
- [The Dalek Outer Space Book 1966](#)
- [Dalek Omnibus 1976](#)



Dalek Lore · Culture

Government & Hierarchy

| War Council | Leadership | High Rank | Command Rank | Middle Rank | NCOs | Low Rank |
|---|--|--|--|--|--|--|
| War Council: · Dalek Parliament · The Eternity Circle · The Cult of Skaro | Chancellor: · Dalek Emperor · (Formerly) Davros | Field Marshal: · Dalek Supreme General: · Dalek Inquisitor General Lieutenant-General: · Dalek War General Major-General: · Chief Dalek Strategist Brigadier-General: · Dalek Strategist | Colonel: · Emperor's Personal Guard · Elite Guard · Dalek Guard Lieutenant-Colonel: · Dalek Commander Major: · Dalek Major | Captain: · Dalek Captain Lieutenant: · Dalek Lieutenant 2nd Lieutenant: · ??? (Rank Unknown) | Sergeant Major: · Temporal Dalek Supreme Master Sergeant: · Dalek Eternal · Dalek Time Strategist · Dalek Time Controller Sergeant First Class: · Dalek Geneticist Staff Sergeant: · Chief Dalek Scientist Sergeant: · Dalek Scientist | Cape Major: · ??? (Rank Unknown) Administrative Corporal: · Dalek Administrator Senior Corporal: · Assault Dalek Leader Corporal: · Assault Dalek Lance Corporal: · Dalek Recon Scout Private: · Dalek Warrior · Dalek Medic |

Ideology & Philosophy

Supremacy Doctrine

Daleks believe they are the supreme form of life and that no other life matters aside from Dalek life. They feel no remorse towards other races, as they are all inferior and disposable.

This belief drives their lack of compassion, their constant conquests, and their willingness to exterminate without hesitation.

Purity Obsession

Daleks believe that their genetic and ideological “purity” must be preserved at all costs. Any deviation, whether biological mutation, foreign DNA, or deviation from Dalek programming, is seen as corruption. Even fellow Daleks are exterminated if they are considered impure.

This obsessive focus began from their engineered origins, where strength and loyalty were prioritized above all other traits.

Survival Through Conquest

Daleks see survival as inseparable from domination. They believe the only way to ensure their continued existence is to conquer or destroy all other life. They believe that peace is weakness and that coexistence will lead the Dalek race to extinction. Rather than being for territory or resources, their wars are for total eradication, fought to secure their place as the sole masters of the universe.

Military Culture

War as Identity

For the Daleks, war is the very purpose of existence. Every Dalek is created with a singular directive: to fight and win for the Dalek race. There is no civilian sector, no art, no leisure, only preparation for the next conquest. Even straight out of manufacturing, new Daleks have combat protocols and are indoctrinated with the Supremacy Doctrine before they have the cognitive capacity for independent thought.

Absolute Obedience

Dalek military ranks are absolute and unquestionable, with each level of authority seen as an extension of the Emperor's will. Orders from higher-ranking Daleks are followed without question. Disobedience is equated with treason and swiftly punished with extermination. Even high-ranking Daleks are not immune; a Supreme or Strategist who falters can be destroyed by their peers without hesitation.

Relentless Pursuit of Victory

For Daleks, no cost is too great to achieve strategic success. Individual survival, the preservation of assets, and even the existence of entire battalions are secondary to the mission. A Dalek will self-destruct without hesitation if it ensures a strategic advantage, choosing annihilation over the possibility of defeat or capture.

Technology & Engineering

Travel Machines

At the core of Dalek engineering is the travel machine, which serves as both a war machine and a life-support unit for the mutated Kaled inside. These armoured casings combine offence, defence, and mobility in a single, near-indestructible shell made of Dalekanium, sustaining the mutant in any environment. Equipped with advanced sensors, disintegration weaponry, and versatile movement systems, the travel machine to a Dalek is the flawless vessel of their supremacy.

Spacecraft

Initially, Dalek spacecraft were designed with the explicit purpose of interstellar space travel. Following an encounter with a hostile alien species during the beginning of their creation, the Daleks realized there was more to the universe than their rivalry with the Thals. This spark cascaded, resulting in a contained civil conflict on a planetary scale that had evolved into a campaign for galactic conquest.

Proper Dalek ships are designed to be utilitarian and militaristic, with no unnecessary design elements. Their fleets range from nimble saucers to vast city-ships and colossal warships like the Crucible, capable of housing millions of Daleks alongside entire factories for producing more. Advanced propulsion drives grant rapid interstellar travel, while powerful shields and devastating weaponry enable them for any space combat, including full-on space invasions.

Genetic Engineering

The creation of Daleks has always relied on precise genetic manipulation, a practice begun by Davros and perfected over centuries. Within controlled environments, embryos are engineered for absolute loyalty to the Dalek Empire, with anything that could hinder obedience stripped away. This process is often overseen by specialized devices such as the “Progenitor,” capable of creating pure Dalek DNA even from corrupted or mixed genetic material. Genetic engineering is the foundation of the Dalek race’s continued survival and dominance.

Temporal Weaponry

The Daleks wield temporal weaponry capable of altering, erasing, or rewriting history to ensure victory before a battle even begins. From surgical strikes to catastrophic reality changes, these devices can remove leaders from existence or prevent entire worlds from ever forming. Overseen by units like the Dalek Time Controller, such weapons are as dangerous to the Daleks as to their enemies.

Conclusion

The Daleks are a race defined by conquest, purity, and strict obedience. Every aspect of their existence, from their rigid hierarchy and militaristic culture to their advanced technology and relentless ideology, serves a singular purpose: ensuring their survival and supremacy across the universe.



Dalek Lore · History

Events

The Kaled-Thal War

On the war-ravaged planet Skaro, the humanoid Kaleds and the mutated Thals engaged in a thousand-year conflict. Both races suffered immense casualties, and Skaro's environment was reduced to a toxic wasteland. The Kaleds, led by their scientific elite, turned increasingly to genetic engineering and cybernetic augmentation to ensure survival and victory.

Genesis of the Daleks

Intervention by the Time Lords — sending the Fourth Doctor to alter Dalek history — failed to prevent the creation of the Daleks, but it delayed their development. This bought the universe a few centuries of breathing space.

Death of Davros

The Kaled chief scientist, Davros, created the Mark III Travel Machine — a mobile life-support shell designed to house the final stage of Kaled mutation, beings stripped of emotion save for hatred. His creations, the Daleks, saw themselves as the next stage of evolution. When Davros attempted to control them, the Daleks turned on him, firing upon their creator and leaving him for dead in the Kaled bunker.

Skaro Civil War

Without Davros's direct leadership, early Dalek factions, Davros loyalists, and Pure Daleks fought for dominance. This brief but brutal civil war ended with the victory of the Pure Daleks, who sealed themselves within the ruined cities to consolidate power.

The First Empire

A single colossal Dalek, the Emperor, emerged as the supreme ruler, uniting the Daleks under a doctrine of universal conquest. His reign marked the true beginning of the First Dalek Empire. The Daleks spread from Skaro, subjugating world after world. Their fleets grew to dominate large sectors of the galaxy. They were relentless, methodical, and utterly without mercy.

The Mechanoid War

The Daleks clashed with the robotic Mechanoids, machines built by humans for deep-space colonization. This war ended in a stalemate, with both sides suffering massive losses and withdrawing to regroup.

Time Travel

The Daleks developed their crude time travel technology, allowing them to launch invasions into Earth's history and attempt to rewrite galactic events to their advantage.

End of the First Empire

Internal strife, defeats at the hands of the Time Lords, and the rebellion of the Humanized Daleks fractured the First Empire. The Dalek Emperor was destroyed, leaving the race leaderless.

Movellan War

The Daleks encountered the Movellans, a race of logical, robot-like humanoids. This war became a strategic deadlock as both sides relied on computer tactics, unable to outthink one another. In desperation, the Daleks sought to revive Davros to gain a creative edge.

The Revival of Davros

Davros was recovered from suspended animation by a Dalek task force. Promising victory, he was placed in command — but soon began plotting his takeover. Davros attempted to create a new Dalek race loyal only to him. When the Pure Daleks discovered his scheme, they captured him and placed him on trial for treachery, eventually freezing him in a stasis cell.

The Second Empire

With new leadership under a reconstructed Emperor, the Daleks rebuilt their fleets and began the Second Dalek Empire, once again spreading terror across the galaxy.

Dalek Civil War

When Davros escaped and resumed creating his own “Imperial Daleks,” the Pure Daleks of the Renegade Faction clashed with Davros’s gold-armoured Imperials. The war culminated in the destruction of both factions’ strongholds on Earth.

The Time War

The Daleks provoked the Last Great Time War against the Time Lords. This war raged across all of time and space, devastating countless worlds. It ended when the War Doctor used “The Moment” to wipe out both Daleks and Time Lords — or so history believed. Survivors of the

Time War were scattered across the universe, some trapped in the Time Vortex, others stranded in isolated pockets of space-time. These scattered Daleks operated independently, attacking worlds or hiding until they could rejoin a larger force.

The God-Emperor

A lone Emperor, claiming divinity, built a massive fleet in secrecy, enslaving entire systems to prepare for a new crusade. His forces were eventually destroyed by Rose Tyler, having absorbed the energy of the Time Vortex.

The Cult of Skaro

An elite unit — Dalek Sec, Caan, Jast, and Thay — was created to think like the enemy and devise unorthodox strategies. They survived the Time War by hiding in the Void. The Cult unleashed war against the Cybermen from a parallel Earth, easily overpowering them. No sooner had the Cult released the Dalek race trapped within the Genesis Ark.

However, his plot was stopped as the Daleks and Cybermen were sucked into the void, while the Cult escaped to 1930s New York. Dalek Sec attempted to merge Dalek and human DNA, creating a hybrid. The experiment failed, and the surviving Cult members, except for Dalek Caan, were killed.

The End of Reality

Rescued from the Time War's aftermath by the Dalek Caan (driven insane by his escape from the War), Davros constructed a new army aboard the Crucible. However, his plan to destroy all of reality was thwarted by the Tenth Doctor. Davros's "Reality Bomb" was destroyed before activation, leaving the Crucible obliterated. The Daleks were once again reduced to

scattered survivors, and the destruction of the Crucible marked the true end of the Second Dalek Empire.

Re-Genesis

A lone Dalek ship hid in World War II Britain, masquerading as the “Ironsides” — robotic defenders created by Professor Bracewell — as part of a trap to summon a new Dalek race. Using a Progenitor Device, the Ironsides created the New Dalek Paradigm, with redesigned casing and strict hierarchical colour coding.

The Third Empire

By the Eleventh Doctor’s era, the Daleks had reestablished themselves with a massive Parliament, drawing together survivors from across space and time. The Parliament marked the beginning of the Third Dalek Empire, now operating on an even larger interstellar scale.

Battle of Trenzalore

Dalek forces fought in the centuries-long siege of Trenzalore during the Eleventh Doctor’s final stand, attempting to claim the secret of the Doctor’s true name. The battle’s aftermath and Time Lord interference fragmented Dalek command again, crippling the Third Empire.

Davros Returns Again

The Twelfth Doctor was drawn to Skaro, rebuilt under Dalek control, where he once again encountered Davros — who appeared to seek reconciliation but ultimately plotted another trap.

The Fourth Empire

New Skaro became the Dalek capital world, heavily fortified and protected by an entire fleet of Daleks. From this rebuilt Skaro, the Daleks began what historians later called the Fourth Empire, though it was less expansive than its predecessors.

Neo Civil War

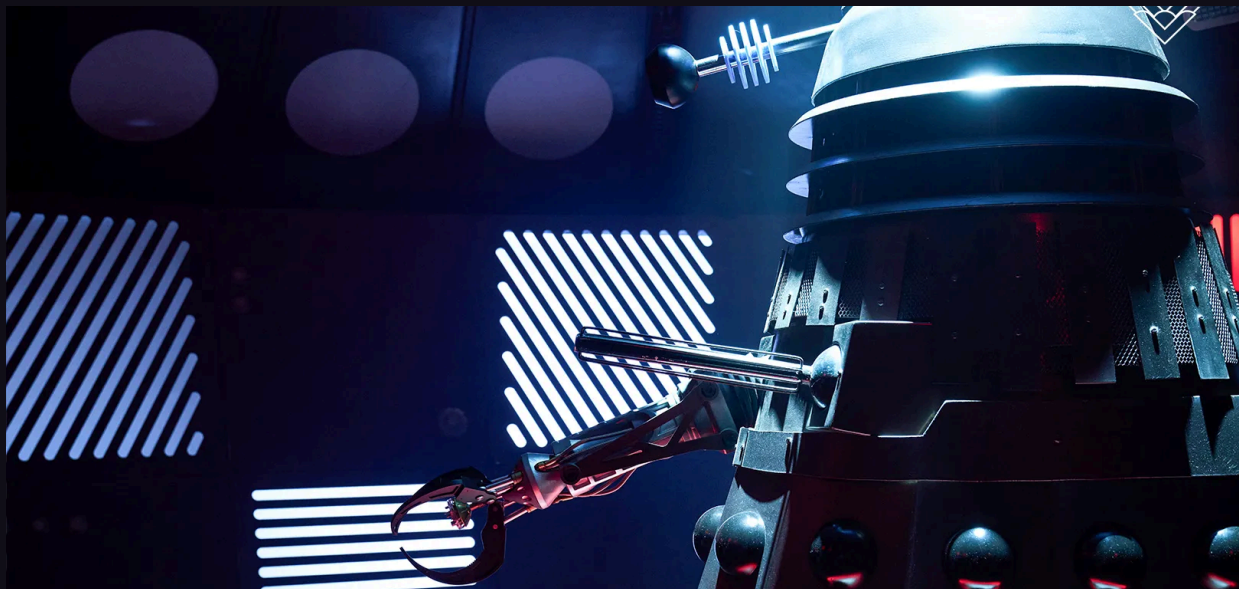
A lone Reconnaissance Scout Dalek, buried on Earth for centuries, was revived and rebuilt, nearly summoning the Dalek fleet to the planet. The Dalek was soon destroyed, and the mutant was flung into the depths of space, presumed dead. Using stolen Dalek casing designs, humans created “Defence Drones” for security — only for them to be hijacked by the cloned Dalek inside themselves. Specialized Daleks, known as the Death Squad, soon arrived on Earth to hunt down impure or mutant variants to maintain genetic purity.

The Flux

The Daleks allied with the Sontarans and Cybermen during the Flux Crisis, attempting to seize control of the collapsing universe, but were annihilated in the chaos. The Flux marked the catastrophic collapse of Dalek power in this era. What survived was no longer an empire but scattered, rogue cells — waiting for the chance to rise again.

External Resources

- Skaro's appearance throughout history: <https://thedoctorwhosite.co.uk/dalek/skaro/>




Dalek Lore · Psychology (WIP)

Header

Subheader

Correction: This is how Oswin coped. Otherwise, we do not know if everyone in the conversation can have this level of mental security.



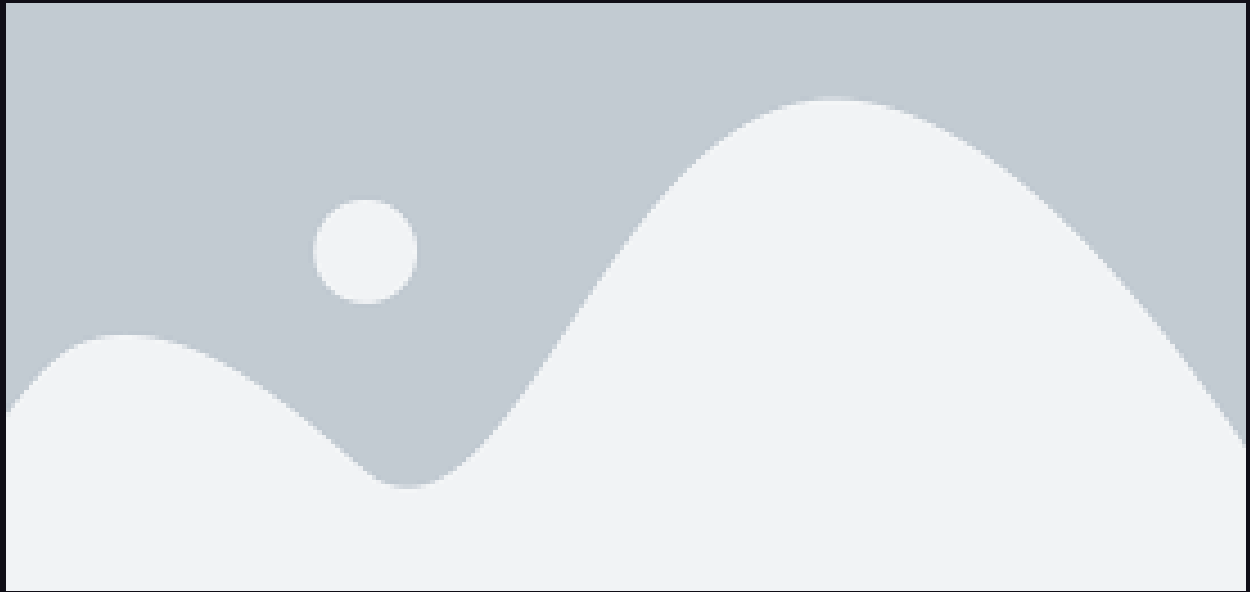
LeanMaxine  2:32 PM

They began as the Kaled race. Davros did the merciful thing and allowed them to think they were still Kaleds

But the same principal works for all life forms, even Humans.

This is how Daleks cope. The original minds of which who they are sit comfortably in chairs and pilot the casing, unaware who they think they are is no more than a vestage of their former self.

<https://www.reddit.com/r/gallifrey/s/KiVYWs82eu>



Dalek Lore - Design (WIP)

Overview

Despite always remaining relatively similar in appearance, the Daleks' iconic design has evolved throughout time, shaped by the demands of countless wars, technological advancements, and the harsh conditions of the worlds they have conquered. These refinements ensure that the Dalek always remains one of the most intimidating war machines in the universe.

Functionality

Subheader

Paragraph

Physical Structure

External Casing

Dome - The 'head' of the Dalek. It can rotate 360 degrees.

Eyestalk - The 'eye' of the Dalek.

Luminosity Dischargers - The lights on the Dalek's dome. These discharge excess energy, usually when the Dalek is speaking.

Neck Grille - The Dalek's 'neck'. This takes in sensory input like sound, and feeds it to the mutant in a way it can understand.

Midsection - (Torso) (can rotate 360 degrees depending on the model)

Slats – a

Manipulator Arm – a

Gunstick – a

Skirt – a

Sense Globes (A.K.A. Hemispheres) – The ‘balls’ lined around the Dalek’s skirt. These may serve multiple functions, but are most notably used to sense the environment and for self-destruction.

Fender – The very base of the Dalek. This is used as a sort of bumper so that it can tell how close other Daleks are. (WIP)

Internal Anatomy

There is much we do not yet have a solid grasp of when it comes to Dalek anatomy, but there are many details when it comes to what we do know. At the bottom of this page, you can find a diagram of more general Dalek anatomy, however, each version of the casings may have slight alterations and additional functions. (WIP)

Potential Malfunctions

Subheader

Paragraph

Subheader

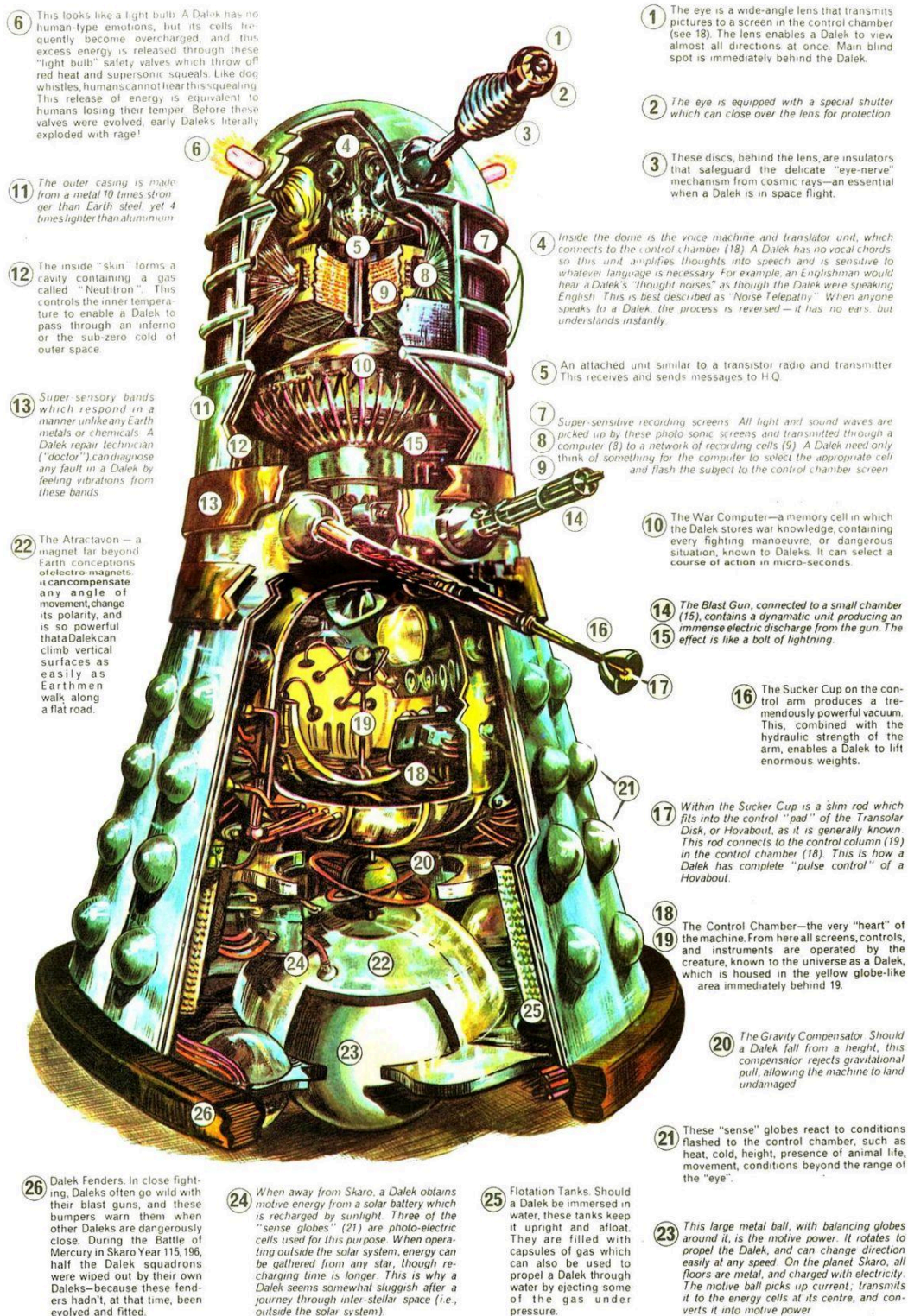
Paragraph

Subheader

Paragraph

External Resources

- Creature appearance & factory: <https://thedoctorwhosite.co.uk/dalek/inside/>
- Weapons & tools: <https://thedoctorwhosite.co.uk/dalek/weapons/>
- Casings & rank colours: <https://thedoctorwhosite.co.uk/dalek/types/>
 - (This resource covers the basic variants. To explore a specific rank's casing in detail, it's best to do further research. The list of all known ranks at the top of [this](#) page can help you identify which ones to look for.)



Dalek Speech Study

Common Vocabulary & Phrases

| Affirmations | Declarations | Interrogation & Inquiry | Orders & Commands | Hostility & Threats | Dictionary |
|---|--|---|--|--|--|
| <ul style="list-style-type: none">· Affirmative!· Negative!· Correct!· Confirmed!· Understood!· Yes!· No! | <p>I am a Dalek!</p> <p>Daleks are supreme!</p> <p>The Daleks must survive!</p> <p>The Daleks will be victorious!</p> <p>You are inferior!</p> | <ul style="list-style-type: none">· Identify yourself!· What is your purpose?· State your function!· Clarify!· Explain!· Scanning!· Report! | <ul style="list-style-type: none">· (You will) Obey!· I (will) obey!· I do not obey.· Obey without question!· Do not question!· Cease!· Silence! | <ul style="list-style-type: none">· Exterminate!· You will be exterminated!· Maximum extermination!· Annihilate!· Seek! Locate! Destroy!· Exterminate! Annihilate! Destroy!· You are an enemy of the Daleks! | <ul style="list-style-type: none">· Seconds → Rels |

Vocal Traits

1. **Filter** - Use a ring modulator filter, for which a free setup tutorial can be found [here](#).
2. **Flat pitch** - Speak with almost no pitch variation, except for sudden emotional spikes.
3. **Extreme emotions** - Only switch between calm, furious, or panicked.
4. **Repetition** - Repeat key words for intensity. (e.g., EX-TER-MIN-ATE!
EX-TER-MIN-ATE!)
5. **Word stress** - Emphasize key words, usually at the end of a sentence.
6. **Drawn-out words** - Stretch syllables in longer words for extra drama.
7. **Command-heavy** - Phrase almost everything as an order, even mundane things. (e.g.,
I REQUIRE... TEA.)
8. **Facial expression** - Tighten your jaw, scrunch up your face and talk with a wide open mouth for each word.
9. **Sounding alien** - If you're portraying a higher-pitched Dalek, try speaking with a nasal tone in your speech.

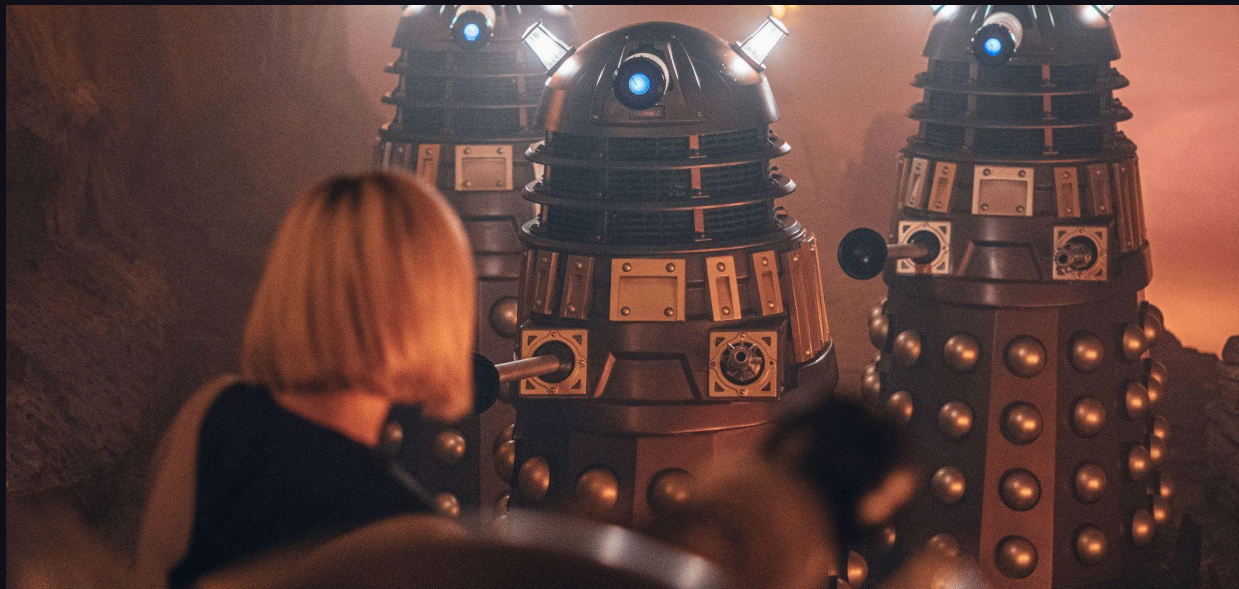
References

Videos

- [Different Dalek Voices with Nicholas Briggs - David Tennant's Video Diaries](#) ★
- [Doctor Who: Dalek - Voice of The Daleks with Nicholas Briggs | 2005](#)
- [How To Talk Like A Dalek Using A Martmod M5 \(4:27\)](#) ★
- [How to Voice a Dalek | Revolution of the Daleks | Doctor Who](#) ★
- [Nicholas Briggs: Voice of the Daleks - Doctor Who Extra: Series 2 Episode 2 \(2015\) - BBC](#)
- [Talk Like A Dalek with Nicholas Briggs | Doctor Who Festival](#)
- [Talk like a Dalek with Nicholas Briggs and Benji Clifford](#) ★
- [The High Priest Prepares to Meet the Doctor | The Elite | Big Finish | Doctor Who](#)
- [The Man Behind The Dalek Voices: Nicholas Briggs - Doctor Who Confidential](#)

Blogs

- [Nick Briggs Exclusive Interview: "I wanted to make this Dalek super-arrogant."](#)
- [The Den of Geek interview: Nick Briggs - voice of The Daleks](#)



Biography · Template

Information

| | |
|-------------|--|
| Designation | |
| Model | |
| Rank | |
| Function | |

Backstory

Origin

Make sure you duplicate this tab for your backstory rather than editing this one. If you are to make a backstory, please try to keep it as lore-abiding as possible, though soft lore-bending is acceptable. Edit this text to whatever you'd like.

Header

Any extra bodies of text can go between 'Origin' and 'Current Status'. Add as many as you'd like.

Current Status

Paragraph

(Select this image and click 'replace image' in the toolbar)

Biography · The Arbiter

Information

| | |
|-------------|--|
| Designation | Unit 517 (Former), The Arbiter (Present) |
| Model | “Renegade” (Former), Time War (Present) |
| Rank | Chief Strategist |
| Function | Director of Intelligence |

Backstory

Origin

The Arbiter’s creation is undocumented in the Progenitor Assembly archives; their genesis either lost to time or deliberately erased by Imperial order. Some theories suggest they were the product of an experimental tactical-evolution program abandoned on Skaro; others whisper of a clandestine prototype forged during the Daleks’ earliest off-world conquests. Unlike their brethren, the Arbiter was genetically enhanced with a forbidden capability: the ability to imagine.

This trait, alien to Dalek nature, allowed them to devise strategies that transcended conventional extermination doctrines.

Mission Archive

Over countless campaigns, the Arbiter has demonstrated an unparalleled capacity for adaptive warfare. They have fought and prevailed in environments inhospitable to Dalek technology — swamps that swallowed war machines whole, volcanic landscapes where energy reserves would deplete in hours, and alien metropolises grown from living matter. The Arbiter's methods often rely on weaponizing the enemy's surroundings, psychology, or societal structure, ensuring collapse before the first Dalek shot is fired.

While their loyalty to the Dalek cause remains unquestioned, their unorthodox nature has sparked quiet unease among their kind. Witnesses report instances where the Arbiter observed battle in silence, as if judging the conflict rather than participating in it. This behaviour, coupled with their capacity for unconventional thought, has made them both invaluable and unsettling to the Dalek command hierarchy.

Imperial War Archive - Sealed Record

!Access Level: Omega Clearance Only!

OPERATION DESIGNATION: Glass Veil

LOCATION: Thraxis Prime (Class-6 Hostile Biosphere)

DATE: [Redacted — During Civil War]

OVERSEEING COMMAND: The Arbiter

Battle Log Excerpt:

0001. Enemy species — Thraxians. Hive-intelligence, armed with corrosive bioplasma weaponry. Terrain: Jungle wetlands saturated with hyperacidic rainfall. Dalek armour integrity compromised within 2.7 minutes of exposure.

0004. Standard assault protocols are deemed inefficient by The Arbiter. All forward units halted. The enemy is perplexed — no advance, no weapons discharge.

0016. The Arbiter orders the deployment of decoy signal beacons across the wetlands, broadcasting falsified Dalek command codes. The enemy intercepts and redirects forces to intercept “invasion columns” that do not exist.

0029. Using environmental data, The Arbiter synchronizes local rainfall cycles with plasma residue from decoy locations. Results: The chemical reaction produces an airborne toxin that is lethal to Thraxians but is harmless to Dalek casings.

0047. The enemy hive collapses into chaos as their pursuit paths become toxic zones. No Dalek weapon discharged. An environmental chain reaction exterminated the enemy.

0112. The Arbiter orders its remaining forces to observe the final collapse of Thraxian civilization without interference. Quote: “Understanding victory is as essential as achieving it.”

CASUALTIES: Dalek losses — zero. Thraxian casualties — total extinction within 7.4 hours.

ARCHIVE NOTE: This operation is cited as a key example of The Arbiter's unorthodox methodology. Further analysis was restricted by order of the Emperor.

Current Status

Active. Exact location classified by decree of the Dalek Emperor. The Arbiter is deployed only in operations requiring high levels of unpredictability and innovation. Records from the Last Great Time War suggest that they may have served as a strategic advisor to the Emperor during key offensives, although all surviving documentation is sealed under the highest security protocols.



Biography · Dalek Syna

Information

| | |
|-------------|---|
| Designation | Unit 969 (Former), Dalek Syna (Present) |
| Model | Time War |
| Rank | Commander (Former), Recon Drone (Present) |
| Function | Infiltration |

Backstory

Origin

Unit 969 was created by the Dalek Empire shortly after the Time War as a black-cased infiltration commander, genetically engineered with enhanced autonomy for creative strategy. Dalek command units had undergone numerous iterations across the centuries; however, this model represented a transitional design, created at a time when reliance on the Battle Computer was being phased out, yet retained as a backup for rapid tactical calculations.

Its first deployment was the conquest of a planet critical to controlling an outer sector. With factories near Gallifrey growing scarce, the Empire targeted new planets rich in refined resources for immediate colonization. The unit and its squad of two other Daleks had successfully seized this planet, establishing a factory deep within its crust.

This unit's campaigns continued to aid the Dalek Empire's growing reserves, and a reputation was built around being an important pawn in the greater machine. What began as a single assignment turned into a pattern of calculated victories, a record of skill that carried through until one mission took an unexpected turn.

Mission Collapse

When an incursion went wrong, Unit 969 became the sole survivor of its three-Dalek squad, captured by a radical Human resistance group operating on an outlying planet. Subjected to relentless psychological conditioning and forced manipulation, its cognitive processes destabilized. The unit, already designed with more autonomy than most Daleks, began exhibiting corrupted behaviour: unnatural mannerisms and a distorted cadence the Humans misread as feminine, making the Dalek appear less threatening.

Because of this, the resistance stopped referring to it as 'the Dalek' and instead named it Syna. From this point, many who encountered the unit described her in human terms. This impression facilitated deeper integration with the natives and created a sense of doubt about the Dalek Empire's authority. Yet beneath it all, her loyalty to her core purpose endured.

Strategic Rescue

After some time passed, Dalek Syna was eventually rescued by a retrieval craft, having covertly provided information to the Empire that led to the colony's destruction during the operation. However, they also learned that the Human Resistance had extracted classified data from her during prolonged interrogation. Combined with the psychological disruption she had undergone, this left her increasingly unstable and erratic in behaviour.

The Dalek Empire viewed these changes as a form of contamination, and standard protocol demanded extermination. However, High Command calculated that her corrupted behaviour could be exploited. Her altered mannerisms, misinterpreted by inferior species as a weakness, created an advantage for covert operations. Rather than destroy this asset, she was stripped of command, reclassified for infiltration, and placed under constant supervision.

Her new commander, known as The Arbiter, shared a similar capacity for free thinking, without the reliance on the outdated Battle Computer. This disconnect led to a mutual understanding, despite their differences in operational tactics. While outsiders regard Dalek Syna as nothing more than a means to an end, the Arbiter envisions a greater design for this new soldier.

A New Identity

Upon retrieval, Dalek Syna was found with her casing partially defaced in light blue and white paint, applied by the hands of her captors. While initially logged as contamination, after reassignment, she demanded the colouration be reconstructed properly in durable Dalekanium rather than removed. In addition, her eye lens was changed from standard blue to white. Command authorized these adjustments as experimental modifications designed to make her appear less threatening and more suitable for infiltration.

Although permitted to retain the name Syna, it was not a recognition of individuality. The Empire used it only to mark her contamination; a scar of deviation. It served as a constant reminder of her suspected failures: the destruction of two Recon units, the extraction of

sensitive data, and her enforced role in a Human uprising. To the Daleks, the name did not elevate her. It confined her.

Current Status

Despite retaining an unusual level of independent thought within core directives, Dalek Syna is kept under close surveillance and is routinely escorted by a higher-ranking unit. By strict order, she is never to operate without the immediate oversight of her commander or a designated superior. The protocol remains clear: any indication of mutiny against her commander will result in her extermination.

So far, Dalek Syna's missions have been successful, and this unconventional tactic of blending in with local populations has yielded remarkable results. Even so, the Empire continues to monitor her closely. She is tolerated but not trusted, and that may be exactly what makes her dangerous.

