

THE MASTER

FOR USE WITH THE
**DOCTOR
WHO**
ROLE PLAYING GAME



FASA
CORPORATION

THE MASTER

Design

J. Andrew Keith

Design Assistance

William H. Keith, Jr.
Tom Kokkelenberg
Michael P. Bledsoe

Writing

J. Andrew Keith

Editorial Staff

Editor-In-Chief

L. Ross Babcock III

Senior Editor

Donna Ippolito

Editor

Todd Huettel

Production Staff

Layout And Pasteup

Tara Gallagher

Todd F. Marsh

Front Cover Art

Lucy A. Synk

Back Cover Art

Todd F. Marsh

Illustration

Todd F. Marsh

Jane Bigos

Lucy A. Synk

Typesetting

Tara Gallagher

*Dedicated to the memory of Roger Delgado, who
made the renegade Time Lord come to life,
and to*

*Anthony Ainley, Peter Pratt, Geoffrey Beevers,
and Peter Butterworth, who added luster to the
legend.*

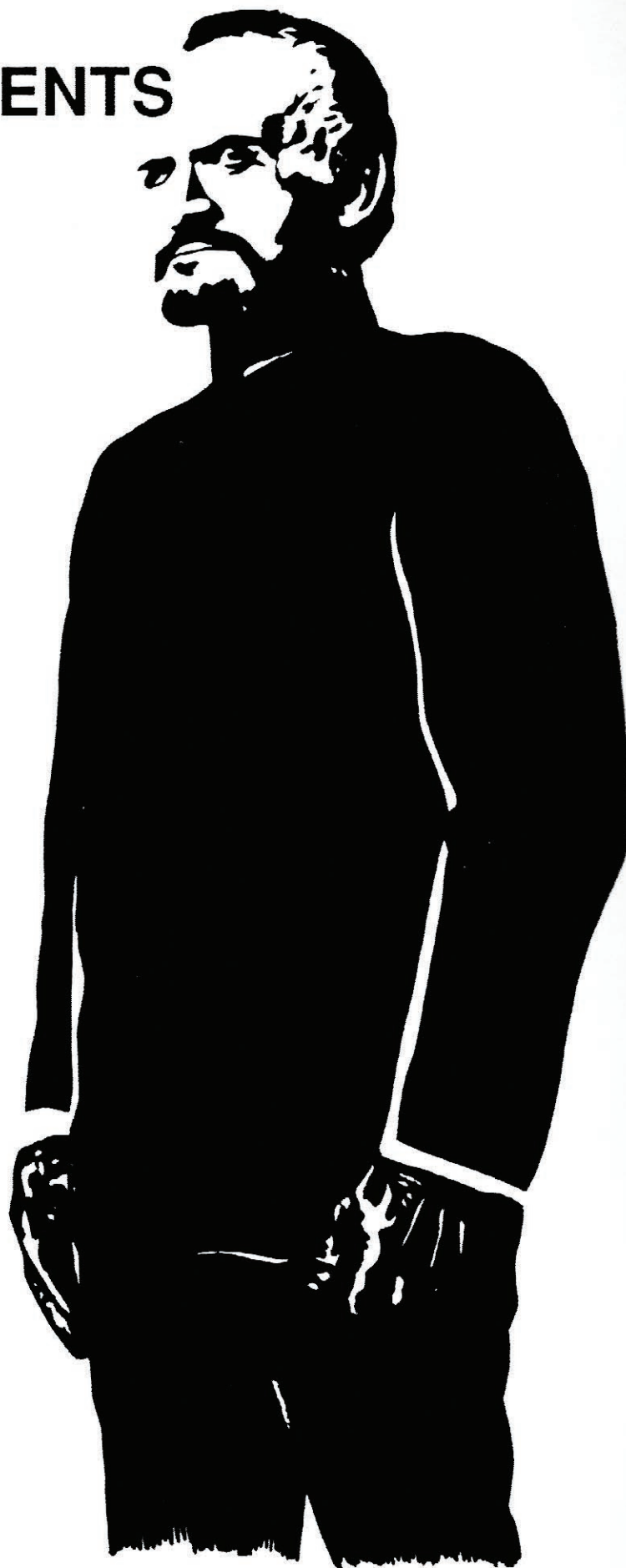
Doctor Who ©BBC 1985
Game Design © FASA Corporation 1985
All Rights Reserved
Printed in The United States of America

Published by FASA Corporation
P.O. Box 6930
Chicago, IL 60680

The Master
ISBN 0-931787-27-0

TABLE OF CONTENTS

INTRODUCTION	3
The Doctor's Arch-Rival	3
Contents of This Book	3
Gamemaster's Information Section	3
CIA File Extracts	4
DESIGNING ADVENTURES	5
Guidelines	5
Preliminary Decisions	5
Developing the Scenario	6
Creating Adventures With This Supplement	6
Using Published Adventures	6
Creating Campaigns	7
Possibilities	7
Underlying Structure	7
Plot Twists	8
Cooperating With The Master	8
Saving The Master	9
The Moral Question	9
The Dilemma Solution	10
Hypnosis	10
Faked Death	11
Rescue	11
The Ultimate Way Out	11
Alternatives	11
Hints For Play	11
Do's And Don'ts	12
For Further Reference	13
MASTER VILLAIN	15
Distinguishing Physical Characteristics	15
Brief Personal History	18
Timeline of The Master's Activities	22
Personality	25
Motivations	25
Manner	26
Special Knowledge/ Powers	27
THE MASTER'S GOALS	28
Quest for Power	28
Main Objectives	28
Reshaping Universal History	28
Replacing The Real Universe	28
Lesser Objectives	29
Destruction of TNP Earth	29
Travel Through The Temporal Barrier	29
Regeneration	29
Search For New Powers	29
THE MASTER'S TARGETS	30
Lost Nexus Points	32
Merast, The Master's Base	32
Crack Between Universes	32
The Planet	33
Base Description	33
FRIENDS AND FOES	34
Temporal Marauders	34
Allies of The Master	41
THE MASTER'S EQUIPMENT	53
The Master's TARDISes	53
SIDRATs	53
Weapons	54
General Equipment	55
Special Equipment	59



INTRODUCTION



THE DOCTOR'S ARCH-RIVAL

Mysterious, devious, and deadly, The Master is the exact opposite of The Doctor. The two have, in fact, been compared to Sherlock Holmes and his arch-rival Professor Moriarty. Where The Doctor is dedicated to peace, The Master is dedicated to evil. The renegade will ally himself with any evil in his quest to dominate the entire universe, and will betray even those allies if his purposes demand it.

This booklet contains information for gamemasters who wish to design and run role-playing games involving The Master, one of the most formidable villains in the *DOCTOR WHO* universe and the greatest of The Doctor's humanoid foes. Although The Master can never appear as a player character (that would be completely contrary to the spirit of the game), he can be the focus of many encounter situations, adventures, or even entire ongoing campaigns in which one of his evil plots must be uncovered and thwarted by a Time Lord and his Companions.



CONTENTS OF THIS BOOK

GAMEMASTER'S INFORMATION SECTION

Gamemasters who are running their own games and campaigns will be able to use the detail and background provided in this book to flesh out The Master as an adversary to be overcome. There is a chapter on **Designing Adventures** using The Master, which offers guidelines, hints, and suggestions for effectively incorporating the sinister villain into *DOCTOR WHO* role playing games. **Master Villain** includes statistics and a detailed history of The Master's life (as well as a time line that organizes The Master's known activities in their proper sequence against the flow of time). The chapter also provides an in-depth look at the arch-villains personality, motivations, and manner through several incarnations.



The Master's Targets

describes in detail the Temporal Nexus Points that are of special interest to The Master. **Friends and Foes** includes full descriptions and game statistics for the many individuals and races of the universe who have been The Master's allies or enemies (or both). **The Master's Equipment** details the weaponry and other gear that are a standard part of The Master's bag of tricks.

Gamemasters should study all this material carefully before attempting to make the evil, mysterious Time Lord part of any adventure or campaign. It is especially important to keep in mind the differences between the **Players' Information Pull-Out** (which may be incomplete, biased, and sometimes wildly inaccurate), and the official **Gamemaster's Information**.



Gamemasters are, of course, free to introduce alternative explanations and interpretations of the material offered here. For example, if a gamemaster disagrees with the concept of identifying The Master with the meddling Monk who faced the First Doctor, or if he feels there is a better explanation of The Master's escape from the volcanic fire on Sarn, such changes should be freely implemented (even if they deviate from material presented in the TV series or in published adventures). Moreover, new plans and objectives can be added to The Master's goals and schemes, and different equipment added to his arsenal of weapons and gear. After all, it is both the gamemaster's right and duty to be the final arbiter of how the game is played.



CIA FILE EXTRACTS

A short module of player's information is included in this supplement. Taking the form of a standard CIA briefing on The Master, the **CIA File Extracts** book is neither complete nor totally accurate. It sometimes reflects the opinions, conjectures, and outright fabrications injected by its Time Lord authors, rather than the absolute truth needed by the gamemaster. As far as The Master's history is concerned, however, the **CIA File Extracts** IS reliable.

The players' information book should be kept separate from this, the gamemaster's book. All players with free access to a TARDIS Data Bank that has been updated by the CIA should be given free access to the **CIA File Extracts** book.



DESIGNING ADVENTURES

With appearances in 17 episodes of the *DOCTOR WHO* television series (plus two more episodes as the Monk), The Master is the most-often-encountered villain in the history of the *DOCTOR WHO* Universe. Even the Daleks, appearing over the years in 16 shows, have not been as important to the development of the series. Because he has proved to be such a popular and durable villain, The Master is an excellent addition to role-playing adventures in the *DOCTOR WHO:RPG*. This supplement offers gamemasters enough material for dozens of different campaigns and adventures.



GUIDELINES

PRELIMINARY DECISIONS

Any adventure design begins with a problem to be solved or overcome. Those involving The Master can almost always begin by filling in the blanks of this simple sentence: "The Master is planning to _____." Whether the phrase is completed with "awaken the Sea Devils to wipe out humanity" or "cause an interstellar war", this one sentence will sum up the central fact that will make the adventure workable.

Once this premise is established, the gamemaster must flesh it out. First, he should ask himself how The Master intends to accomplish his goal. Many of the villain's plots revolve around some gadget or principle such as the hypnosound device, the sound-cancelling wave that destroyed Logopolis, the Kameleon robot, etc. A large selection of past gimmicks (and a few new ones) are described in *The Master's*

Equipment chapter. Like an ally, a gadget or gimmick needs to be well-defined. What can it do? What are its limitations? How might it be turned *against* The Master? While many pieces of equipment are described in this supplement, the gamemaster is of course free to invent new gadgets if he wishes.

This is the moment also to determine who are to be The Master's allies in the adventure, and to define their goals and plans. Sometimes The Master can do quite well on his own (as in "Colony in Space", "Castrovalva", or "Logopolis"), but there are situations when giving him allies enhances the plot. Again, the gamemaster may choose to include any of the groups and individuals described in the *Friends and Foes* chapter, or he may decide to invent new races or people.

Before play begins, the gamemaster will choose which of The Master's many incarnations is to be encountered. All too often people treat The Master as a character who



is ever the same – evil incarnate. The Master has actually undergone a gradual but definite change for the worse during his years in *DOCTOR WHO*. For example, as portrayed by Roger Delgado, The Master was sinister and dangerous, but less sadistic and utterly evil than the two versions that followed. It is hard to imagine Delgado's Master destroying all of Gallifrey for the sake of a regeneration, nor would that Master have been as devious and complicated as the renegade in the "Castrovalva" and "Time-Flight" episodes. The Monk was even less ruthless and brutal. (See the **Master Villain** chapter for full descriptions.) Choosing one of The Master's incarnations will dictate much about the nature of the adventure.

DEVELOPING THE SCENARIO

Once all these preliminaries have been set up, the adventure can be developed in the same manner as any scenario. A series of linear encounters will form the "hook" drawing the characters into the action. Before play begins, the gamemaster should also map out thoroughly The Master's plans and actions, as well as possible unforeseen encounters and events. Later, he will adapt these plans in response to actions by the players.



There will be many adventure situations where the involvement of The Master does not become apparent for some time. This is especially true of schemes hatched by the renegade's later incarnations, who delight in complex plots, disguises, and devious multiple deceptions. Whenever possible, keep The Master's involvement subtle, saving the revelation of it for the moment when it will have the most impact. The best adventure plots are those following the format of the classic *DOCTOR WHO* programs – a series of episodes, each having a climax, and all building to a gradual confrontation. If The Master does not turn up for three or four 'episodes', so much the better.

It is equally important to develop problems and situations totally unrelated to the central challenge of The Master. In the TV episode "Colony in Space", The Master is taking advantage of a dispute between colonists and miners, but the struggle between these two parties (and with the natives of the planet) frequently occupies center-stage. In the same way, the events in "Frontier in Space" were as often concerned with what was happening on Earth and Draconia as with directly confronting The Master. Weaving in other situations that may help or hinder the players in their struggle to solve the central problem makes the scenario something better than a simple "Stop the Master!" adventure.

CREATING ADVENTURES WITH THIS SUPPLEMENT

This supplement contains ideas for a number of possible adventures involving The Master, starting with the 'present' and continuing for several years into the 'future' of Gallifrey. The timeline and the history of The Master's life presented in the **Master Villain** chapter provide the background for creating such adventures, and indicate how the events relate to one another.

Gamemasters need not feel bound to follow these events exactly. It is perfectly acceptable to change some of the encounters (or omit them entirely). For example, events might

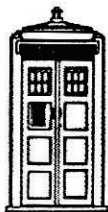
be moved back in time so that, for example, the Roger Delgado version of The Master could be used. Or, the gamemaster might prefer to substitute a different Time Lord for the Colonel, The Doctor, or Stan in a particular adventure. While this supplement is intended as a guide for gamemasters, it should not be considered the final word in the game situation.

USING PUBLISHED ADVENTURES

There will continue to be new FASA adventures involving The Master, and these will answer all questions that go into game design. The gamemaster will still need to make certain adaptations to fit the adventure to a particular group of players, especially when their characters play an on-going campaign. Again, The Master's character changes slightly over the course of time, and so the gamemaster must choose whether the adventure is to be set in the 'present' or the 'past', with regard to the television series. Further adjustments can then be made to be sure the details of the adventure fit into the framework of the campaign.

Published adventures should always be considered mainly as springboards to adventure. Wherever they conflict with a particular gamemaster's own version of the "Whoniverse", published versions should be altered. For example, this booklet and all other FASA products make the assumption that The Master and the Monk were the same person, and also raise the possibility that the renegade War Chief was associated with The Master. There are many arguments in *WHO* fandom concerning such matters, and many well-thought-out theses brought forward to support the various issues. The gamemaster is always free to make any changes that better conform to his own perceptions of the show and its universe. The Monk may well end up to be a totally different renegade Time Lord, for example. Or, perhaps the dating in "Mawdryn Undead" concerning UNIT will be the basis for the chronology used. Any of these choices are fine, as long as the gamemaster is careful to carry through the adaptation to all aspects of the adventure.





CREATING CAMPAIGNS

POSSIBILITIES

A campaign consists of several inter-related adventures, each arising from or otherwise linked to the others. Each adventure should still exist as a self-contained whole, but everything is not necessarily resolved from one adventure to the next, and the events of each scenario may have an ultimate bearing on the final outcome.

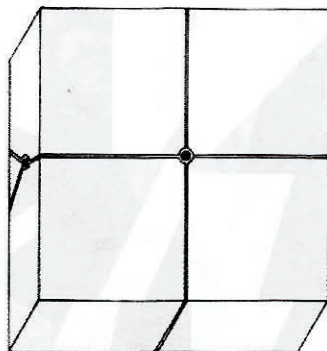
"Mark of the Rani" or "The Deadly Assassin" are good examples of single adventures involving The Master. In each, his goal is clear-cut, and all the action is definitely resolved by the time the last episode (or session) of that adventure is wrapped up. Campaigns, on the other hand, are less clear-cut. The TV episodes "Terror of the Autons", "The Mind of Evil", and "The Claws of Axos" form a campaign, as do "The Keeper of Traken", "Logopolis", and "Castrovalva".

Consider this sequence, for example: In "The Keeper of Time", The Master fails in an attempt to gain another cycle of regenerations, but at the last minute, he gains a new body, that of Consul Tremas. Nyssa, the daughter of Tremas, plays an important part in the failure of his plan at Traken. In "Logopolis", the next episode, she goes on a quest to discover the fate of her father,

encountering both The Doctor and The Master again. In this adventure, the secrets of Block Transfer Computations are unveiled, and The Doctor's companion Adric learns how to make them work. Again, The Master is foiled, but this time The Doctor is 'killed' and forced to regenerate, while The Master makes good his escape. Finally comes "Castrovalva", where The Master captures Adric and forces him to use his knowledge of Block Transfer Computations to lay a series of traps for The Doctor, who is still recovering from regeneration.

This example shows clearly the interdependence of adventures within a campaign. Many of the events in "Logopolis" stem from its predecessor, and "Castrovalva" is so heavily dependent upon concepts introduced in "Logopolis" as to be virtually incomprehensible on its own.

There is another type of campaign to try, one in which each adventure contributes a single clue or item essential to unravelling a mystery or solving a problem. Each adventure can be widely different, but all of them will ultimately lead to the final resolution. In the television series, the five episodes involving the Key of Time illustrate this principle nicely. Each adventure took place on a different planet, with different characters and opponents in each episode. The peril only hinted at in the first episode (that posed by the Black Guardian) emerged at the end to form the final climax of the campaign as a whole. Some of The Master's plots included in this book are characteristic of such a campaign.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

To create a similar campaign, the gamemaster might map out a whole series of adventures, each one contributing to the others, but each a completely independent entity that can be effectively played on its own. Other adventures can take place in and around these to build up excitement and suspense. If the adventurers successfully stop one of The Master's plots, a new adventure can be added to give the renegade a second chance. Properly handled, this type of campaign could take up many enjoyable weeks of *DOCTOR WHO* gaming, and would preserve the sense of continuity and character development so important to the television series.

UNDERLYING STRUCTURE

A campaign is more than the sum of its component scenarios, and requires a certain amount of extra thought and effort to construct. The gamemaster who wishes to create a campaign with The Master as the central figure must determine, first and foremost, how tightly interwoven the various adventures will be. From there, it is necessary to state The Master's scheme or schemes in detail.

By and large, a campaign will concern itself with some plot or plan of a more far-ranging nature than that which defines a mere adventure. Starting a war, changing an historical event, or eliminating an enemy are all suitable adventure plans. In a campaign, however, these goals would generally be a means to an end. A campaign will usually center on some grand design of even more far-reaching consequences, such as blackmailing the universe, finding the way to change Gallifreyan history, or supplying the secrets of time travel to a dangerous alien race like the Cybermen or the Sontarans. In looser campaign structures, the underlying scheme can be more limited, and might merely have The Master hatching several limited plots toward the same narrow goal (like conquering the Earth or trapping The Doctor).

Knowing the nature and object of the campaign, the gamemaster must next decide how everything will fit together. This is done by working out a *brief* overview of each adventure. The primary step taken at this time is to decide the rough order of events



that are important to the overall campaign, together with sketchy plot outlines for each of the actual adventures. This tells the gamemaster where he wants to go, and why.

Now the first adventure is developed in detail, while the later ones are fleshed out slightly. It is never wise to plan too much too soon about later adventures, as it is the nature of role-playing scenarios to diverge from the designer's original idea once players begin to act on their own initiative. Many times, the gamemaster will find the complexion of the adventures changing as the campaign progresses, simply because the players have their own unique solutions to the problems offered. Let the later adventures take shape according to the development of earlier adventures, rather than being forced to hammer them into a new form once play has begun.

Each individual adventure should be constructed along the lines described above. As a result of the campaign notes already made, the gamemaster immediately knows what The Master will be attempting to do. Now it is only necessary to construct the background, the other lines of action involved, the gimmicks (some of which may have a bearing on the campaign), and the linear and/or free-form encounters that will make up the actual structure of the specific scenario.

PLOT TWISTS

The gamemaster may wish to break up the campaign adventures with other scenarios that have no bearing on the campaign itself. This should not be done to excess (as the purpose of a campaign is to provide continuity), but it can be made to work to the gamemaster's advantage. For example, if an adventure involving The Master takes place, followed by one or even two where the renegade does not appear, the players will be less likely to realize that a campaign situation is unfolding. By the time The Master turns up again, they may actually have forgotten some of the vital clues from the first adventure. This will lead to more tension and suspense as it gradually dawns on the players that The Master's scheme is a truly devastating one. Such a plot twist can also build tension by distracting the adventurers from their real goal.

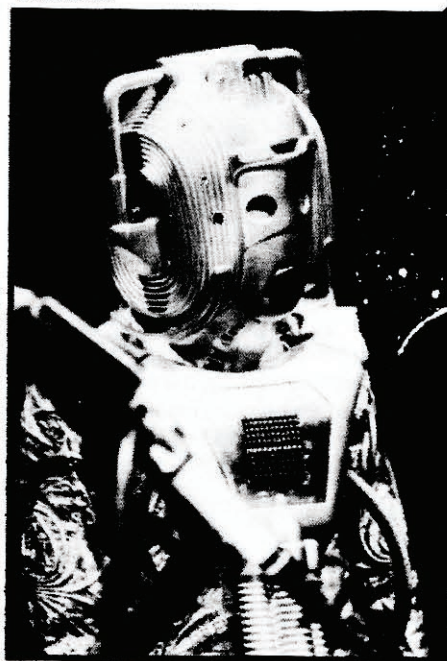
It is by plot twists and side paths that campaigns can be made truly exciting, so long as the technique is not overdone. Indeed, the one principle that cannot be repeated too often concerning adventures and campaigns is *don't overdo it!*

COOPERATING WITH THE MASTER

A possible plot twist gamemasters should always keep in mind is the chance that the adventurers will be forced to work with The Master against a menace or enemy that threatens him as much as it does any of the player characters. This is a theme that occurs time and again in the *DOCTOR WHO* TV series (e.g., "Terror of the Autons", "The Claws of Axos", "The Sea Devils", "Logopolis", and "The Five Doctors"). Very often, The Master's plans backfire, and he sets in motion powers he cannot control. When this happens, The Master knows that he must cooperate with his enemies if he is to survive, or if there is to be a universe left to conquer.

How do those moments of cooperation come about? First, when The Master himself is faced with death. This usually happens when one of his allies gets out of hand and turns on him, a not uncommon result of working with evil forces like Axos, the Daleks, or the Nestene Consciousness. Remember that The Master (in all his incarnations) is an arrogant man who naturally assumes he is superior to whatever tools he has chosen to use for the moment. Those tools, though, do not always see it that way.

In that situation, The Master may not even realize that he has lost control. Sometimes it will be necessary to point out the dangers to him. Both gamemaster and players should



remember that skill in *Verbal Interaction* CAN sometimes make a difference in dealing with even the blackest villain. Talking The Master into understanding that the Sea Devils or perhaps the Cybermen are as likely to kill him as they are to destroy the player characters can be a viable tactic. At other times, The Master may volunteer his help for the same reasons. Encourage the players to realize that, though he undoubtedly has something nasty up his sleeve (perhaps the help he offers just 'accidentally' means The Doctor will die), The Master's help may still be the only hope of stopping the current menace.

The Master will pitch in for the common good when the universe he seeks to dominate is faced with certain destruction. The classic example was the Logopolis incident, during which his own plot backfired. By shutting down the verbal computations at Logopolis, The Master shut down the only thing that was staving off the heat death of the universe. Once he realized what he had done, The Master also realized that he could not very well conquer a universe that no longer existed, so he willingly aided The Doctor in a plan to set things right.

Though The Master may, for one reason or another, find himself working on the side of the player characters, he rarely can be trusted. He may see a chance for a double-cross, or he may use the situation as a way to make a last-minute escape. Finally, he may seek a chance to turn the whole situation to his ultimate advantage (as when he endeavored to blackmail the entire universe in the wake of the Logopolis affair).

In short, the gamemaster should not hesitate to place the adventurers in the position of working side by side with The Master against a common foe, and moreover, should encourage the players to accept such help. A key to the personalities of heroes in *DOCTOR WHO* is that they are almost always willing to put aside personal feelings when necessary for the common good. Remember that The Doctor believes even the Daleks may someday bring a greater good. Why not The Master, as well?

SAVING THE MASTER

A problem with recurring villains is the fact that they need to be able to recur. In a television series, this is easily arranged by some clever, last-minute plot device that none of the heroes has foreseen (or, more disappointingly, by ending one episode with the villain almost certainly dead, then starting a later one with him alive, well, and passing off his miraculous escape with a flippant "Come, come, you know I'm indestructible!")

In a game, this is harder to arrange convincingly. All too often, players are obsessed with wiping out the villain in a way that characters in a television show never are, and they will demand at least the chance to block his every way out. Yet, the gamemaster cannot allow a villain like The Master to be snuffed out. If he is to be faced with death, it must be in a manner ambiguous enough to allow for a return appearance.

There are various techniques for keeping The Master's fate unsealed. Some are quite direct, while others are more subtle.

THE MORAL QUESTION

Early interactions between The Doctor and The Master stressed the fact that The Doctor was too compassionate to kill his arch-enemy. He helped to save him from destruction by the Doomsday Machine, pleaded for his life before the Earth court that tried the criminal, rescued him from the clutches of the Sea Devils, and argued for his freedom before Kronos, the Kronovore. Time and again, the Third Doctor seemed to be saying that no villain, however evil, should be killed out of hand. Rassilon, in "The Five Doctors", bore out this judgement, saying "His sins will find him out".

Later incarnations of The Doctor have been less forgiving. The Fourth Doctor let The Master fall into a crevasse on Gallifrey, while the Fifth Doctor tried to sabotage the renegade's TARDIS with a Tissue Compression Eliminator, later allowing The Master to burn in volcanic gas. The Sixth Doctor fixed things so that both The Master and the Rani would be trapped in a runaway TARDIS. As The Master's evil has deepened, the response of his oldest foe seems to have grown more bloodthirsty as well.



But the gamemaster should try to plant the seeds of compassion among the player characters, taking the example of the Third Doctor rather than that of his successors. Adventures should not be allowed to degenerate into 'hunt-the-Master' scenarios. Moreover, as the **Player's Information** section stresses, every effort should be made to *capture* the renegade and bring him to a fair trial. A sense of justice is important to the Gallifreyans, particularly to the CIA, and so the Time Lords should discourage those who want to play judge, jury, and executioner. Should some players go on a particularly ruthless crusade to wipe out The Master, another Time Lord should arrive to stop them. Sometimes, in the ensuing confusion, The Master will have a chance to escape.

Human Companions need also be reminded from time to time that The Master has already been judged once by a legal court, and sentence been imposed upon him. That means the players should try to capture The Master and return him to Britain and his lifelong prison term, but not to kill him. Justice and a regard for life are important in *DOCTOR WHO* heroes, be they on screen or in a game.

Moral arguments will not always win the day, however. Some players simply will not cooperate. In other cases, circumstances may force a violent solution.



THE DILEMMA SOLUTION

Another subtle way of preventing the players from settling with The Master is to present them with a dilemma. This works best in cases where The Master has been captured, but the gamemaster wants to give the renegade a chance to escape again. The dilemma will again involve a moral choice, for example, between keeping watch on The Master and saving innocent lives. Always encourage the characters to make the compassionate, moral choice.

Generally, a 'dilemma solution' will require leaving The Master in the hands of an NPC or a Companion player character, while other player-characters try to rescue the threatened innocents or save the planet, and so forth. In itself, this does not free The Master, but it should at least open up opportunities to escape.

The dilemma solution is best sprung at a moment when The Master has been defeated, but before a final decision has been made concerning what to do with him. If the dilemma arises as the players are arguing among themselves (usually one who is attuned to the characteristic compassion of The Doctor), the distraction can even be used to save The Master from death—at least long enough for other events to aid him further.

HYPNOSIS

The Master's ability to use hypnosis is always useful. Any time a single character blocks his escape, a piercing gaze and the words "I am The Master. You will obey me" can sometimes spell the difference between victory and defeat for the renegade. When it is an NPC he faces, the gamemaster can automatically assume that the hypnosis is successful. With a player character, the usual game procedures are used, but The Master's exceptional power still makes success likely.

NPCs are disposable, but if a player character is hypnotized as part of an escape attempt, The Master should be so hurried that he has no time to be troubled with a hostage or to give complicated orders. The gamemaster should use this solution sparingly, as the hypnotized character is effectively removed from play. At this point, he is concerned with an escape attempt, not with wiping out players. The Master will frequently use NPCs to draw attention away from him, with help from hypnosis and his disguise kit. The NPC is given a mask of The Master's face, then programmed to go in a direction opposite of where the real Master waits in safety. This can be an exceptionally clever and worthwhile ruse to try.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

FAKED DEATH

The Master has also been known to throw his enemies off the track by injecting himself with a dose of trico-phenylaldehyde, which produces the appearance of death for up to several hours. When cornered or captured, The Master may resort to this trick, which will cause instant collapse and a complete cessation of body functions.

RESCUE

If The Master is established as already having allies, such as Ogron soldiers, then another last-minute



rescue might be the unexpected appearance of a group of these associates. They may emerge from the depths of the TARDIS, from a secret tunnel or passage, or from a suddenly-arriving starship.

The rescuers need not always be allies of The Master, either. If he has just let down the Daleks very badly, it is perfectly acceptable to have a patrol of the pepper-pot enemies of the universe suddenly disrupt the proceedings, boldly proclaiming "He-is-an-en-em-y-of-the-Da-leks! He-will-be-taken-to-Ska-ro-to-be-ex-ter-min-a-ted!" This leaves matters in doubt. On the way to Skaro, perhaps The Master talked or tricked his way out of their hands, or perhaps the Daleks ran into some disaster that allowed him to escape.

THE ULTIMATE WAY OUT

This booklet has given The Master one means of eluding otherwise certain death, based on his escape from the burning volcanic gas in Sarn and subsequent return in "The Mark of the Rani". Ironically, only The Master's death can trigger the ultimate rescue. The Cross Dimensional Rotator makes it possible for The Master to escape the full destructive effects of any weapon or catastrophe (Even those that would normally prevent regeneration) by rotating him almost instantly to the Zero Room in his hidden base. Use of this device assumes The Master currently has the ability to regenerate (which is not always true).

ALTERNATIVES

Frequently, a specific situation will give The Master other ways out. A greater power may step in to give him freedom (Rassilon in "The Five Doctors"), or a disaster could make it impossible to keep track of his movements (as in "The Deadly Assassin" or "The Claws of Axos"). Where possible, the escape should arise from the context of the adventure, and not be a *deus ex machina* sent by the gamemaster from on high. Now and again, let The Master be captured, tried, and imprisoned. A later jailbreak episode will always have possibilities. Don't forget that The Master has allies among the Time Lords, other renegades like the War Chief who might free him to assist in some new scheme, and friends like the Daleks or the evil Xeraphin who might want to see him loosed on the galaxy once more. This will create new scenarios, even new campaigns, which can further enliven the game and keep it always fresh, exciting, and interesting for all concerned.

HINTS FOR PLAY

When working with this booklet, the gamemaster should always keep in mind that most of the information is intended to be kept hidden from the players most of the time. An important key to making The Master a good source of adventures is always to remember that he is by nature *mysterious*. Time Lords and their Companions can only guess at his goals, and do not know what he might have done or be doing beyond their own interactions with him. Thus, the players do not know if there are other robots like Kamelion out there – until they run into one! They do not know that The Master would like to learn how to tamper with the history of Gallifrey. Only by reasoning it out, or running into some direct clue to his purpose in the course of an adventure will they realize that this objective is almost inevitable if The Master is to gain the power he seeks.

The character of The Master is is so powerful as to make him a foe few novice Time Lords can hope to challenge. Careful handling will be required to keep The Master from either completely overwhelming the characters, or, on the other hand, being so stupid as to let the characters defeat him easily. The Doctor, his greatest foe, has never been able to do so. This means using The Master as a villain requires a certain amount of care. He cannot be over-used or used inappropriately without upsetting the balance of the game.

The following do's and don'ts should help the gamemaster to wisely incorporate The Master into a game as a major villain to be overcome.



DO'S AND DON'TS

The one principle that cannot be repeated too often in regard to designing campaigns is *don't overdo it*. If every adventure brings the players face to face with The Master, they will eventually get sick of black-clad men with sinister beards, and adopt a shoot-on-sight policy against both The Master and the gamemaster! Although The Master is a popular enough villain, there are plenty of others in the "Whoniverse" from which to choose.

The *DOCTOR WHO* RPG is best played as a continuing series of adventures that DO NOT interrelate, just as in the television series. Campaigns can be fun, but only when balanced against more episodic adventures. It is fine to put together and play one grand campaign, but then give it a rest for some time.

It is usually wise, especially with groups new to the *DOCTOR WHO* Role Playing Game, to keep any involvement of The Master fairly simple and straightforward. Don't be too ambitious when creating a single adventure revolving around the renegade. Bringing in too many strange elements or ultra-powerful forces will make most adventures too difficult to run. In terms of existing *DOCTOR WHO* episodes, it is usually best to follow the path of the

TV episodes "The Time Meddler" or "The King's Demons", rather than getting involved in a situation like that posed by "The Daemons" or "The Time Monster". The possibility of The Master obtaining some awesome new power can have unfortunate repercussions if the players are a little too slow to stop him. The gamemaster will have to do some quick thinking to keep The Master from ending the adventure with absolute power.

This is not to say The Master cannot be given allies. The Autons, Axos, the Sea Devils, and even the Daleks all made useful menaces to back up The Master's evil schemes. But each of these enemies has an Achilles heel that can be exploited in a showdown. None of these villains is all-powerful and, hence, unstoppable. The Xeraphin fit into the same category. Although it had extraordinary powers, the divisions within the Xeraphin Consciousness meant that they worked against The Master as well as for him. These limitations on the power of villains preserved the essential balance between heroes and villains in each story, something absolutely necessary for good television. It is even more crucial to good role-playing.

It cannot be stressed enough that gamemasters must not give away too much. Just because such a great wealth of material is being provided here, there is no reason to

load down the players with information that has no relevance to a specific adventure situation, and there is no need to develop needlessly complicated adventures just to show off how much the gamemaster knows about The Master. In 22 years on the air, *DOCTOR WHO* has revealed relatively little about The Master's past, his long-term goals, or anything else that might define his actions or his abilities too much. In role-playing *DOCTOR WHO*, it is best to follow the same philosophy.

In a television adventure, the writers have free rein to introduce a last-minute plot twist that will solve even the most critical of disasters. Kronos can turn out to be friendly in the last five minutes, for example. Or, the power of Azal the Daemon can be rebounded back against the all-powerful creature (for no readily apparent reason), all to save the heroes from some totally impossible, 'no-win' situation. It is harder to achieve these magical solutions in a role-playing game without lessening the impact of the adventure. Once in a while, the players will not mind discovering that the danger can go away of its own accord, but this tends to make pointless all their previous struggles.

The *only* time such a fortuitous resolution of the adventure is justifiable is when the story exactly parallels the television episodes mentioned above. In both those examples, 'happy endings' that eliminated the menaces were brought about only because a character (in both cases, The Doctor's Companion, Jo Grant) deliberately chose to make a supreme sacrifice. Even knowing that she faced death, Jo acted...and was rewarded by being saved as a result of her own courage and compassion. Players who do this can be similarly rewarded, but it is far from fair to come up with adventures that can *only* be solved in such a manner, especially because threats to the safety of the characters are essential to creating suspense and excitement. If the players know that sacrificing their lives will always result in a last-second rescue, the game will simply lose its point. The concept of making a sacrifice demands that the players think the danger is *real*. They must be as surprised as anyone if events take a turn for the better.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

The forces arrayed against the players should be either possible to defeat, or (very rarely) deadly but capable of changing under the proper combination of circumstances. The Master is formidable enough on his own for some groups, and so his allies should *appear* dangerous without making it impossible for the group to win. Generally, this is achieved by making sure that The Master and his current allies have sufficiently different motives to make clashes between them inevitable – and exploitable – by the players.

By way of example, we have the Ogrons in "Frontiers in Space" (and, behind them, the Daleks). The Ogrons are stupid. They can be tricked by the same gadget The Master has been using to make them such a threat. And the Daleks are never happy with failure. If The Master can even be *delayed*, the alliance will fall apart and the problem turned against itself. In "The King's Demons", The Master can be stopped because his robot ally, Kamelion, is persuaded to rebel. In "The Sea Devils" and "The Claws of Axos", The Master's allies abandon him when he has done what they wanted.

Finally, don't overdo the contents of this booklet. If the game-master tries to cram in all the people, all the gadgets, and all the schemes into one adventure, the universe will probably not survive the experience. Even the most complex campaign will not have *everything*.



FOR FURTHER REFERENCE

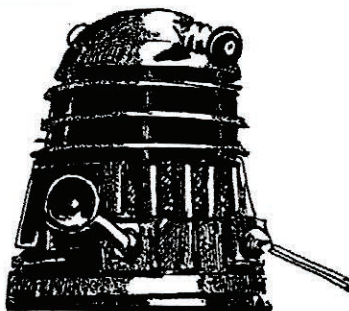
The obvious place to learn more of The Master's doings is in the *DOCTOR WHO* television episodes and the books based on those shows involving him. These are listed below:

"The Time Meddler"

This episode appeared in the second season of *DOCTOR WHO*, and introduced the Monk (Peter Butterworth) in his effort to alter history in 1066 A.D. The show is not generally available in the United States, and indeed was only recently recovered for the BBC film archives. No novelization is yet available.

"The Dalek Masterplan"

The second episode featuring the Monk (Peter Butterworth, again), this show is among the lost episodes that cannot currently be located by the BBC. No novelization is yet available.



"The War Games"

This show introduced The War Chief, the SIDRATs, and the whole explanation of The Doctor's origins and history. Not generally available in the United States, the episode is novelized by Target Books in *Doctor Who and the War Games*.

"Terror of the Autons"

Beginning the eighth season, this show introduced Roger Delgado's portrayal of The Master, as he collaborated with the Nestene Consciousness to conquer the Earth. The show is not universally available, but is novelized in *Doctor Who and the Terror of the Autons* by Target Books.



"The Mind of Evil"

This episode dealt with The Master's plot to hijack a nerve gas missile and threaten a world peace conference. It is not available everywhere, but has been novelized in *Doctor Who - The Mind of Evil* from Target Books.

"The Claws of Axos"

Portraying The Master's plot to help Axos devour the Earth, this episode is available in most areas and has been novelized in *Doctor Who and the Claws of Axos* from Target Books.

"Colony in Space"

The Master's attempt to seize control of the Doomsday Weapon is chronicled in this show, available in most markets and novelized in *Doctor Who and the Doomsday Weapon* from both Target and Pinnacle Books.



"The Daemons"

This show dealt with The Master's attempt to raise Azal, the Daemon, in the English village of Devil's End. It is not available in all television markets, but has been novelized in *Doctor Who and the Daemons* from Target Books. Ending the eighth season, the episode also saw the capture and imprisonment of The Master.

"The Sea Devils"

In the ninth season, this episode dealt with The Master's escape from prison and brief alliance with the Sea Devils against humanity. It ended with his escape from justice. Available in most television markets, it has been novelized in *Doctor Who and The Sea Devils* from Target Books.



"The Time Monster"

This episode, which ended the ninth season, involved Kronos, the Kronovore, and The Master's use of TOM-TIT to capture the powerful being. It ended with the destruction of Atlantis and the freeing of Kronos by The Doctor. It is available in most TV markets carrying *DOCTOR WHO*, but has not yet been novelized.

"Frontier in Space"

In the tenth season, this episode introduced the hypnosound device used to stir up trouble between Earth and Draconia. It also, unfortunately, marked the last appearance of Roger Delgado as The Master, owing to the tragic car crash that ended his life. The episode is not available everywhere, but has been novelized in *Doctor Who and The Space War* from Target Books.

"The Deadly Assassin"

Aired during the fourteenth season, this episode brought back The Master in hideous, decaying form, when he attempted to arrange the assassination of the Lord President of Gallifrey so that he could steal the Sash of Rassilon and gain a new cycle of regenerations. Peter Pratt portrayed the corpse-like Master. Generally available in most TV markets, the episode was novelized in *Doctor Who and The Deadly Assassin* from Target Books.

"The Keeper of Traken"

Telecast in the eighteenth season, "The Keeper of Traken" showed The Master's plot to seize the Source on Traken for his own. It ended as he stole the body of Consul Tremas. Geoffrey Beevers played the disfigured version of the renegade, while Anthony Ainley portrayed Tremas. It is generally available in most TV markets and was novelized in *Doctor Who and the Keeper of Traken* from Target Books.

"Logopolis"

Last show of the eighteenth season, "Logopolis" dealt with The Master's disastrous attempt to learn the mathematical secrets of the Logopolitans, which nearly caused the destruction of the universe. It is generally available on television, and novelized in *Doctor Who - Logopolis* from Target Books.

"Castrovalva"

First episode of season nineteen, "Castrovalva" followed The Master's attempts to destroy the regenerated Doctor. It ended as the recursion of Castrovalva collapsed upon itself, apparently trapping The Master. It is available in most areas, and has been novelized as *Doctor Who - Castrovalva* by Target Books.

"Time-Flight"

This episode also took place in the nineteenth season. The Master, trapped 140 million years ago in Earth's past, struggles to free the Xeraphin Consciousness and ends up being carried off to their home planet in his crippled TARDIS. It is generally available, and was novelized in *Doctor Who - Time Flight* from Target Books.

"The Five Doctors"

As the twentieth anniversary special of the television series, this episode was less concerned with The Master's doings. Sent by the Time Lords to aid The Doctors in the Games of Rassilon, The Master proved treacherous and was only saved from Gallifreyan justice by the capriciousness of Rassilon himself.

"The Mark of the Rani"

An episode of the twenty-second season, this is the first face-off between the miraculously returned Master and the Sixth Doctor. In it, The Master becomes caught up in the plots - and the runaway TARDIS - of another renegade, the Time Lady known as the Rani. The show is not yet available in the U.S., and has not yet been novelized.



MASTER VILLAIN

This chapter contains detailed background information on the renegade Time Lord now known as The Master. (His actual Gallifreyan name was purged from the records of Gallifrey and any further mention forbidden in 101,177.)

The Master seeks to reshape history in order to become absolute ruler of the universe. He is also the sworn enemy of The Doctor, and seeks to destroy him as well as his favored Temporal Nexus Point, *Earth*.

"I can't stand the fellow," The Doctor has said. "He's ruthless. Depraved. Totally evil. In fact, a thoroughly bad lot. Only...Well, I do sometimes think the cosmos would be a duller place without him."

THE MASTER

Race: Gallifreyan
Sex: M
Profession: Time Lord

Attributes:

STR — Level V CHA — Level V
END — Level V MNT — Level VII
DEX — Level IV ITN — Level III

Special Ability:

Hypnotism Level VII

Combat Statistics:

AP: 8
Armed Combat:
Sword Level V
Energy Handguns Level V
Tissue Compression
Eliminator Level V
Unarmed Combat:
Brawling Level IV

Significant Skills	Level
Engineering, Mechanical	IV
Environmental Suit Operation	IV
Leadership	IV
Life Sciences, Exobiology	IV
Medical Sciences	
General Medicine, Gallifreyan	IV
Psychology, Human	IV
Military Sciences	
Ordinance Construction/Repair	IV
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	VI
Mathematics	IV
Physics	VI
Security Procedures	
Concealment	V
Disguise	VII
Lockpicking	V
Stealth	V
Surveillance	VI
Social Sciences	
Law, Gallifreyan	IV
Political Science	IV
History, Gallifreyan	IV
History, Earth	IV
Space Sciences	
Astronomy	IV
Astrophysics	IV
Navigation	VI
Sports, Swimming	III
Streetwise	VI
Technology	
Astronautics	IV
Computer Systems	V
Cybernetics	VI
Electronics	VI
Force Field Systems	V
TARDIS Systems	VII
Temporal Science	VII
Trivial, Earth Occult Lore	IV
Vehicle Operation	
Spacecraft	IV
Temporal Vehicle	VII
Watercraft	III
Verbal Interaction	
Negotiation/Diplomacy	VI

DISTINGUISHING PHYSICAL CHARACTERISTICS:

The Master is one of those Time Lords able to exercise considerable control over his regenerations, which has allowed him to choose his appearance at the start of each new incarnation. As a result, The Master's features remain fairly constant from one regeneration to another, except when he is in disguise or when he has deliberately chosen an alternate appearance.

Early Incarnations

The Master used up four regenerations prior to his becoming a renegade from Gallifrey. In each of these incarnations, he appeared as a tall, handsome man of middle age, with square-cut features and greying hair. Piercing, grey eyes were his most notable feature, and he invariably wore Gallifreyan garb suitable to his rank and position. As a scientist and temporal researcher, The Master has done a great deal of field work, encountering more than his share of accidents and dangers. As a result, he was forced into regeneration far more frequently than most Time Lords. His fifth incarnation, however, lasted over 400 years because The Master was no longer engaged in active field work during this period. Although his fifth form showed more signs of age as the years went by, he remained essentially the same throughout.

Appearance:

Height: Tall
Build: Slim
Looks: Attractive
Apparent Age: Middle-aged
Actual Age: 700+ (end of fifth incarnation)

Recognition Handle: Tall and thin, with greying hair, grey eyes, an aristocratic bearing, and aloof manner.





Sixth Incarnation

At the end of his fifth incarnation, The Master attempted to lead a rebellion on Gallifrey. When it failed, not only was he forced to flee, but The Master's grave wounds made it necessary for him to regenerate to survive. The renegade Time Lord decided to abandon completely the form and features by which he had been known for so long. Taking the name "the Monk", the renegade was shorter, heavier, and younger in appearance than in his previous form. His brown hair was worn short, with bangs hanging straight across a high forehead. Only his piercing eyes remained much as before. The Monk adopted the hooded robes worn by religious orders during Earth's eleventh century.

Seventh Incarnation

After an accident with his TARDIS freed The Master from Earth at the cost of severe injuries, his seventh incarnation was identical to his sixth.

Appearance:

Height: Average
Build: Average
Looks: Average
Apparent Age: Middle-aged
Actual Age: 700+
Recognition Handle: Bangs, hooded robe, broad face and forehead.



Eighth - Twelfth Incarnations:

When The Master's activities as the Monk became known, he chose a new disguise when a crisis triggered his next regeneration. It was at this time that The Master took on the appearance by which he is now best known. Through his next four incarnations, his appearance was that of a dark, strikingly handsome, middle-aged man. At the start of his 12th incarnation, The Master's fine, greying hair was brushed straight back from a high forehead and his black 'devil's beard' was always immaculately groomed. His eyes remained a piercing grey, while his nose would best be described as hawklike.

Appearance:

Height: Average
Build: Average
Looks: Sinfully attractive
Apparent Age: Middle-aged
Actual Age: 800+
Recognition Handle: Satanic beard, piercing grey eyes, and generally dressed in black tunic and gloves.

Thirteenth Incarnation

Though The Master's twelfth regeneration found the renegade in the familiar guise described above, he did not remain so. When injuries again brought him to the brink of death, he had used up all his regenerations. Yet, his iron will refused to accept annihilation. Instead, his body began to decay, becoming hideous and skeletal, his face a noseless, grinning death's head cloaked in shards of rotting flesh. The Master's voice, once resonant and commanding, was reduced to a hissing rasp, and he had little control over his dying frame. Even thus, The Master's intellect remained undimmed.

Appearance:

Height: Average
Build: Thin
Looks: Hideous
Apparent Age: Decaying
Actual Age: 800+
Recognition Handle: An ugly, skeletal figure with staring eyes; stooped, wearing a black cloak and hood.

Fourteenth Incarnation

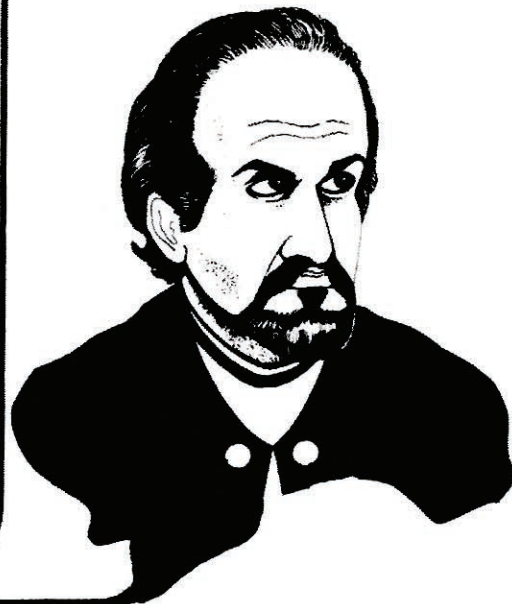
Using the bioelectronic knowledge of the Keeper of Traken, The Master was able to destroy the essence of the Consul Tremas and transfer his own mind to the Consul's body, effecting a physiological change. His new body assumed features very similar to former incarnations, but appeared younger. This thirteenth incarnation had dark brown hair, but otherwise shared most of the features of the pre-decayed Master. This body, of course, was not Gallifreyan, and had no natural ability to regenerate. The Master was therefore believed killed when he was consumed by fire on the planet Sarn.

Fifteenth Incarnation

The numismaton gas of Sarn, to which The Master was exposed prior to his 'death', gave the renegade considerable powers, including the ability to re-trigger a cycle of regenerations in his stolen body. Escaping the flames, The Master regenerated into a form identical to that of his previous incarnation.

Appearance:

Height: Average
Build: Average
Looks: Sinfully attractive
Apparent Age: Middle-Aged
Actual Age: 900+
Recognition Handle: Satanic beard, dark brown hair, grey eyes, dressed in black tunic and gloves.





BRIEF PERSONAL HISTORY

The Master's life is accurately chronicled in the **Players' Information** handout, but that material deals only with what is known of the Time Lord's activities up through 101,209 TL. This section on The Master's personal history provides additional, new information on his past. More importantly, it describes a number of events spanning the years AFTER 101,209 TL. These descriptions will help gamemasters develop The Master's plots and plans in an unfolding campaign.

Many areas of The Master's life are unknown to the Gallifreyans, particularly the period between his appearance as the Monk and his arrival on Earth to spearhead the second Auton invasion. Though the Time Lords turned up evidence of various types of historical manipulation on several worlds, there is no positive evidence that either of these incidents were caused by The Master.

Though it was never fully discovered by the Time Lords, one event does stand out during this period. The War Chief, a renegade Time Lord who provided primitive time travel technology to a group called the War Lords, used this technology to kidnap human soldiers from Earth in order to stage massive wargames on an uninhabited planet. The War Chief led his followers to believe that his ultimate aim was to create the perfect human army, and then embark upon a campaign of conquest. However, the War Chief's secret plan was to use the army (and the time travel technology he had introduced) to topple the Gallifreyan Time Lords. He would then be able to use his carefully-prepared tools to reshape time and space as desired.

It was only by accident that The Doctor discovered the war games. He alerted the Time Lords, who were able to bring the entire affair to an end. The War Lord leaders were tried and sentenced to banishment in a perpetual time loop. When his double

was executed by his own minions, no one ever discovered the fact that the War Chief was far from acting on his own. He had, in fact, been working with The Master.

The War Chief was one of The Master's former associates from the Prydonian Academy revolution, and the two had hatched the new takeover scheme together. The Master remained unseen, directing affairs (and providing materiel) from his hidden base, while the War Chief worked openly with the other War Lords. Indeed, the disaster that ultimately befell the whole plot came about in part because The Master ordered the War Chief to try to recruit The Doctor (but only so he could be trapped and destroyed at leisure). This plot backfired and brought the whole plan to ruin, but The Master's involvement was never revealed.

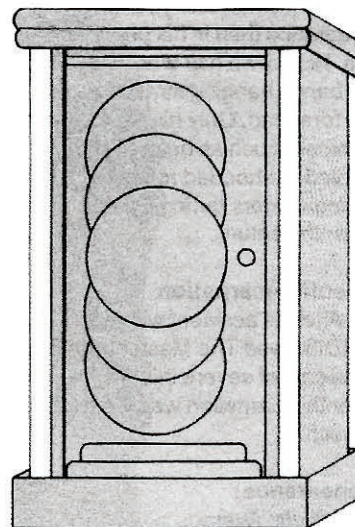
It was this setback that renewed The Master's interest in eliminating The Doctor and in ruining the Earth. Within a year of the War Games episode, The Master was in contact with the Nestene, and ready to undertake the destruction of his foe. Meanwhile, the War Chief had escaped death. Though mortally wounded by the supreme War Lord, he had regenerated and fled. The War Chief kept a very low profile for many years thereafter, hatching a plot of vengeance.

The Master's subsequent contacts with The Doctor are well-known and follow the course outlined in the **Players' Information** section, except of course for the fact that the **Players' Information** reflects the "official" Gallifreyan version of what happened during the assassination crisis, rather than the true facts of Chancellor Goth's betrayal of the Time Lords and cooperation with The Master.

The Master's encounter with The Doctor at Sarn was thought for a time to have ended the renegade's life. No one knew he carried a device that, triggered by the chemicals released during regeneration, rotated his body across dimensional lines to a Zero Room in his hidden base. When the

numismaton gas of Sarn triggered a new cycle of regenerations, and the flames caused him to 'die', the device worked automatically and snatched The Master from certain death.

The Master extorted the cooperation of his old classmate, the Rani, in a scheme to kill The Doctor and take control over the greatest minds of Earth's Industrial Revolution, but The Doctor defeated them and sabotaged the Rani's TARDIS. It was only



through a combination of their talents that the two renegades survived the twin threats of a runaway TARDIS and a rapidly-growing tyrannosaur hatchling. It was some time before they were able to return to Earth. When they did, it was in alliance because the Rani was concerned that The Doctor would betray her activities to the Time Lords, and so ruin her experiments. Though she originally wanted no part of the ongoing feud between Master and Doctor, she found herself obliged to join in for her own protection.

Returning to Earth, the two renegades first attempted to change the history of ancient Greece. The Rani developed a dangerous, new, mutated plague, which The Master then unleashed on the city-state of Athens (using robots of the Kamelion type to spread it through the city). The Master hoped in this way to cause Athens to lose the Peloponnesian War, so that the Spartan militarist culture would replace the democracy of Athens in shaping the growth of Greek, and later, Western society. The Rani foresaw the possibility of using the Spartan expansion as a way of gaining more subjects for her experimentation. However, The Master's attempt to



lure The Doctor into a trap in this period went awry, and the plot was eventually foiled. The plague did great damage to Athens, but The Master was not able to use it to actually change history.

Jumping ahead in time, The Master and the Rani visited the colony world of Terranova, the first major interstellar colony of an expansionist Earth. Once again, the Rani's knowledge of biology, chemistry, and genetics was brought to bear, this time causing the planet's local life forms to become far larger and more dangerous than the colonists' early surveys predicted. Posing as a troubleshooter from Earth, The Master hoped to take advantage of the situation to achieve personal control over the new colony and bring about a complete change in the pattern of Earth's colonial expansion (which would have had dire consequences for humans in later eras). However, interference by The Doctor caused the Rani to lose control of the creatures she had created, and the two renegades were again forced to flee.

The two next appeared on Earth again in the seventh century A.D. Here, the Rani used the rise of fanatic Mohammadanism to cover her attempts to replenish supplies of her control parasite serum. Meanwhile,

The Master sought – and found – an ancient artifact known as the Ring of Shaitan. The Time Lady Leora and her Companions discovered the renegades, and the Rani abandoned her ally to seek the safety of her base on Miasymia Gorla. The Master, stranded without a TARDIS, was thought to be safely confined to a single era, though he could not be located.

The renegade, however, was rescued by another Time Lord confederate, a member of the CIA secretly in The Master's pay. This Time Lord, Rozinel, became only the second Gallifreyan to learn of The Master's hidden base when he delivered the renegade there. Rozinel then returned to Gallifrey, his secret allegiance still undiscovered. The Master, meanwhile, activated a new TARDIS, and set out to follow up on what he had learned by obtaining the Ring of Shaitan.

This ring was familiar to him from his previous research into the history of the Daemon race. The being who possessed a Ring of Shaitan could command Daemons to do his bidding, for the ring was an ancient symbol of the highest of the Daemon leaders, Baelzeebub of Damos. He who wielded the ring spoke in the name of the Daemon Lord. There were several

such rings, and one was left on each planet where the Daemons experimented, to be revealed when a race gained the knowledge and power of the Daemon who watched their progress.

Though Earth's Daemon was no more, The Master knew of another world where the Daemon slept, the planet Rostenes. Journeying there, The Master attempted to revive and control the Daemon, and came very close to success. Luckily, he was stopped by a CIA group led by Lord Rolonovradnavashir. The Daemon withdrew from time and space, and The Master's Ring of Shaitan was destroyed, but The Master himself escaped.

The Master's next appearance was on Gallifrey. With the aid of confederates high in the Time Lord hierarchy, The Master manipulated events so that the old discord between Time Lords and Shobogons was rekindled. Cardinal Arkendo, one of The Master's henchmen, persuaded Acting-President Flavia to try to 'tame' the Shobogons, which led to open warfare on the surface of Gallifrey. The Master used the resulting chaos to attempt to locate the Shobogon hermit Tamozar, a Time Lord with extremely well-developed mental powers. The Doctor, however, learned of the crisis (thanks to CIA manipulation) and returned to Gallifrey, where he teamed up once again with Leela and K-9 Mark I to stop the conflict. Tamozar joined them to fight off The Master, who fled once again. The renegade's confederates on Gallifrey managed, for the most part, to conceal their connection with the renegade.

Making his way back to Earth, The Master hatched a new plot in the 22nd century A.D. Choosing the years immediately following the liberation of the planet from Dalek conquest, the renegade took a particularly fiendish pleasure in hatching a scheme that involved Susan and David Campbell, The Doctor's granddaughter and her husband. David, as a key leader of the freedom fighters, occupied a high position in the reconstruction government, and The Master decided to use this fact to steer Earth into the arms of a full-fledged military dictatorship. Replacing Campbell with a Kamelion-type robot, The Master came close to success. It was no doubt CIA intervention that brought in two different



incarnations of The Doctor, including the first (who knew Susan the best), to fight the attempt. Campbell was freed, and the robot wrested from The Master's control, despite his use of psionic amplification to keep it in line. The minds of the two Doctors proved a match for The Master's amplified mind.

Back in the 20th century, The Master made a new attempt to bend the Silurians and the Sea Devils to his purposes, this time reviving groups located along the western coast of North America. He was stopped by the North American branch of UNIT and the Colonel, a CIA operative with a long history of hatred toward The Master.

The planet Victrix, in the year 2480, was the next of The Master's targets. More than six decades earlier, a major battle in the Cyberwars was fought on this planet, and a large force of Cybermen had been immobilized by one of their own Cyberweapons, a projected stasis field. These captured Cybermen had become the centerpiece of a museum commemorating the victory over the Cybermen. The Master freed them at a crucial moment during a visit by the President of Earth, in hopes of thoroughly disrupting Earth's interstellar empire. The President was rescued by Lord

Alistanathcalebiviteth and his human Companion, T.C. Fellows. The Master was forced to team up with these two when his erstwhile allies turned on him. The Cybermen were again put in stasis, and The Master managed to make good his escape.

The renegade's next act was to use Ogron raiders to kidnap a contingent of Time Lord scientists doing experimental work at a remote space station. The Colonel and Lady Leora pursued The Master and his victims into several different time zones, including the Earth eras of the Roman Empire, the Great Mutiny in India, Colonial America, and the days of the Dalek occupation. But, despite these almost random jumps, The Master could not shake the pursuit. The renegade was forced to distract his pursuers by abandoning the scientists, but he was able to activate one of his Kamelion robots to impersonate the only scientist of any importance to his plans, the Time Lord Verostephocalen. This scientist was not recovered, and The Master and his captive escaped the Colonel again.

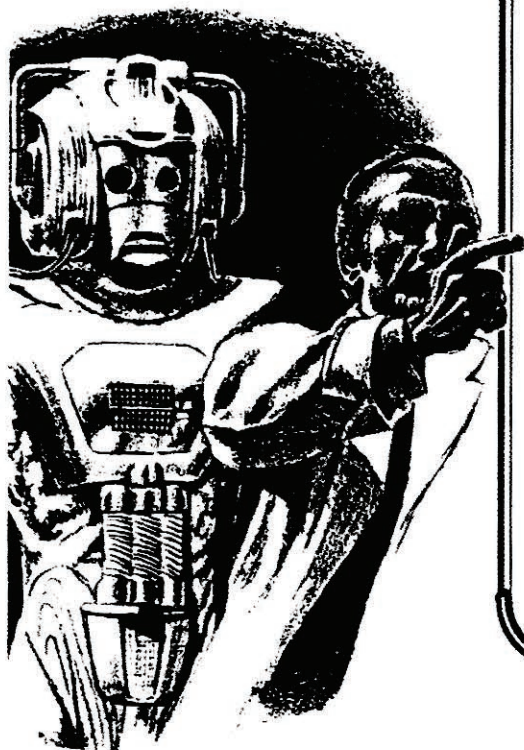
Learning the nature of the kidnapped scientist's work, which involved new theories regarding the nature of time travel and research into some of Rassilon's earliest ventures, the Time Lords realized that The Master's next target would probably be an artifact known as the Star of Rassilon. This crystal had formed the focusing core of Rassilon's most powerful TARDIS – the one in which he ventured into the Eye of Harmony to harness it ages before. That TARDIS had later been lost on the planet Radirr, together with Rassilon's son and a small Time Lord expedition. Clues to the Star of Rassilon's whereabouts led the Time Lords to send the Colonel to Radirr to recover it before The Master could do so. The mission was complicated by the fact that the planet was squarely between Rutan and Sontaran space, and had become a battlefield at the time the Time Lords had chosen for the Colonel's expedition. In the

confusion, The Master was able to gain the Star of Rassilon, but the captive Lord Veros was recovered. The Master's trail was lost, and the hypnotic treatment to which Veros had been subjected caused him to forget everything that had happened. He returned to his researches, which included the testing of a new design of TARDIS. However, Veros was lost again, this time apparently accidentally, when his TARDIS was buried by ash and lava during the eruption of Mount St. Helens on Earth.

In actual fact, Veros had been acting under The Master's hypnotic control. In trying to deliver the TARDIS, he had made an error that resulted in the loss of the temporal vehicle under tons of lava while Veros himself was out of the ship. The shock of events freed Veros from control, but also left him regenerated and in a state of amnesia, wandering on Earth. The Master found him and used the scientist's equipment to pinpoint the location of the lost TARDIS. He could not reach it until, as luck would have it, his research turned up a cave in which dozens of mechanical Yeti had been placed in storage by the Great Intelligence several years before.

The Master reprogrammed and reactivated the Yeti as servants of his own, using them for heavy labor to dig out the missing TARDIS (and as security to keep away unwanted intrusions, thus causing a rash of "Big Foot" sightings.) A photograph came into the hands of UNIT/North America, which launched an investigation. The Colonel, their Scientific Advisor, was also involved. The Master's actions were discovered, but before he could be stopped, the Great Intelligence became aware of the actions of its servants and regained control over them. The Master and the Colonel joined forces to defeat the Intelligence, but The Master stole the experimental TARDIS and fled.

The pattern of The Master's actions had now become clear. Lord Veros had developed a theory suggesting that the Temporal Barrier protecting Gallifrey's past could be penetrated by a certain combination of circumstances. The effort would require the use of two experimental TARDISes working in tandem,



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

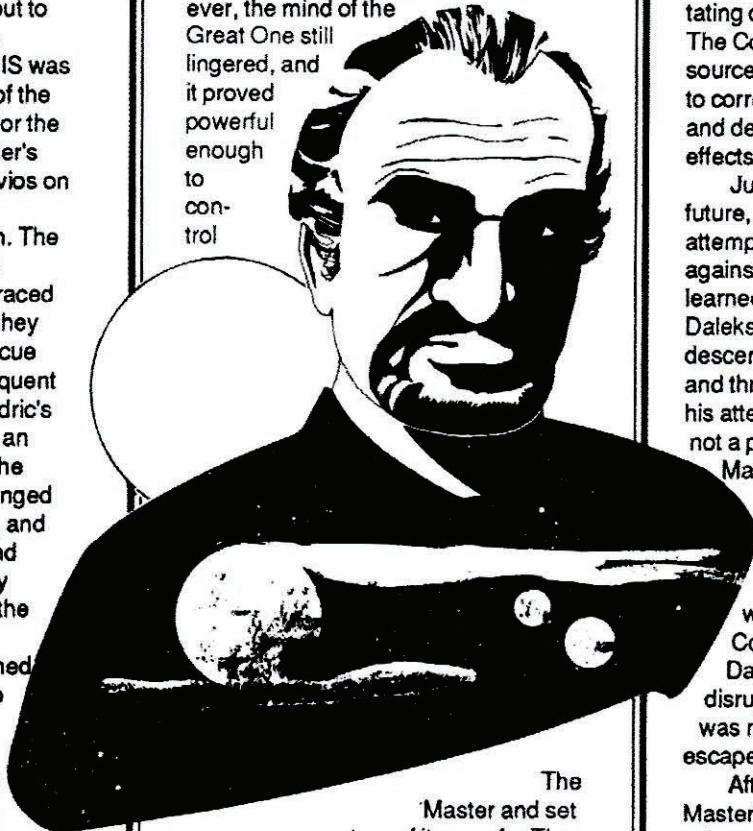
coordinated by mathematical computations of extraordinary complexity, and using a focusing device of the magnitude of the Star of Rassilon.

The only other TARDIS of the proper design for The Master's evident plans had been assigned to the Time Lord Dorvius, an old friend and teacher of The Doctor. Dorvius had learned of one of The Doctor's greatest regrets, the loss of his companion Adric, and he set out to save the boy as a favor to The Doctor. The new model TARDIS was the only time vehicle capable of the delicate micro-jumps needed for the rescue. But Rozinel, The Master's henchman, accompanied Dorvius on the trip with the intention of interrupting the rescue mission. The Colonel and Leora discovered Rozinel's dual allegiance and raced back to intercept Dorvius, but they were not quite in time. The rescue was carried out, but the subsequent antimatter explosion aboard Adric's ship blew both TARDISes into an alternate timeline. Parts from the Colonel's TARDIS were scavenged to repair the experimental unit, and although The Master traced and nearly captured them, the party managed to escape back into the Prime Reality and forward to Gallifrey. Rozinel was imprisoned for a time, but then escaped to join The Master and become the permanent commander of The Master's base. Both Adric and the experimental TARDIS were kept safe from The Master, and the TARDIS was destroyed, but the threat of a break-through past the temporal barrier remained a possibility to be feared.

At about this time, The Master encountered another old henchman, the War Chief, who was working to disrupt the ancient history of Earth. The two schemed to transform the Israelite forces of Joshua into fanatic militants, using hypnotic devices and other advanced technology to create 'miracles' such as the fall of Jericho. The Doctor, escaping The Master's usual traps, managed to convince Joshua to be satisfied with his Promised Land and not seek conquest beyond Canaan. The War Chief and The Master argued over the failure of their plans and went their separate ways, each plotting vengeance against the other.

The Master, growing increasingly eager to entrap The Doctor, traced and kidnapped three of his former

Companions, Tegan Jovanka, Jo Grant, and Sarah Jane Smith, intending to use their memories to help him find a way of defeating The Doctor once and for all. From Sarah, he learned of the affair of the Spiders of Metebelis 3, and the power of the blue crystals of that planet. He then journeyed to that planet well after the time of the spiders and sought out the mind-amplifying crystals that had nearly destroyed The Doctor. However, the mind of the Great One still lingered, and it proved powerful enough to control



The Master and set a trap of its own for The Doctor. To rescue his former companions, The Doctor found it necessary to first liberate The Master, and then work with him to stop the spirit of the Great One. The Master abandoned The Doctor at a crucial moment and escaped, but The Doctor won his battle and saved the others.

The Master's next plan involved the creation of a machine that broke down the barriers of time, a mechanism based on his past research with

TOM-TIT and with the theories of Lord Veros, and also related to the Operation Golden Age plot foiled by The Doctor once before. The Master invaded and took over Earth's Moon base in the late 20th century and then beamed his anti-temporal field at the planet. The result was chaos – the random appearance of past and future people and things mingling on the timeline, with potentially devastating outcomes for all concerned. The Colonel, however, deduced the source of the danger and took steps to correct it, driving The Master away and destroying the field before its effects became irreversible.

Jumping ahead to the distant future, The Master decided to attempt one last major alliance against the Time Lords when he learned that Davros, creator of the Daleks, had been captured by the descendants of his own creations and threatened with elimination for his attempts to create new Daleks not a part of the Dalek hierarchy. The Master freed Davros and offered to work with him. The two sought to establish control over the Daleks and redirect their wars of conquest, but were not successful. The Colonel managed to lead the Daleks to the two conspirators, disrupting their whole plan. Davros was recaptured, while The Master escaped.

After these many failures, The Master's patience and foresight were exhausted. Using his agents inside the Capitol and an army of Ogrons and other servants led by Rozinel, The Master invaded Gallifrey, the first attacker to penetrate the transduction barrier (which was switched off by confederates within) since the days of the Vardan/Sontaran invasion. Once again, it was The Doctor who saved the Time Lords, tricking the Ogrons into a temporal transporter and then dumping the lot of them on a barren remote planet in the distant past (where, by a curious turn of events, they became the ancestors of the Ogron race). The rebel Time Lords were defeated, and The Master fled. The Doctor captured Rozinel, however, and pursued him to his hidden base, which was destroyed in the fight that followed. The Master's fate remained unknown, but the loss of his transdimensional base of operations had rendered him powerless, at least for some time to come.

Master Villain/ 21



TIMELINE OF THE MASTER'S ACTIVITIES

The following sections cover The Master's various actions in chronological order. Dates are given in terms of the Gallifreyan dating system, with parenthetical dates (where necessary) translating these to Earth's common dating system.

**ca.-139,930,000 TL
(140,000,000 B.C.)**

The Master escapes to this era following the collapse of the recursion at Castrovalva, and he discovers the Xeraphin Consciousness on Earth. With the aid of the crew of a Concorde SST hijacked from the far future, he harnesses the Xeraphin and departs for the future.

**ca.-64,930,000
(65,000,000 B.C.)**

The Master's henchman Rozinel takes control of an experimental TARDIS while it is being used to rescue The Doctor's Companion Adric from death. The antimatter explosion that wipes out the dinosaurs on Earth also sends Rozinel, Adric, and a group of CIA operatives led by the Colonel into an alternate dimension. Adric and the TARDIS are saved from The Master's plot. Rozinel and The Master escape.

ca. 69,208 TL (1500 B.C.)

The Master steals the Crystal of Kronos from the Temple of Poseidon in Minoan Atlantis. Kronos, the Kronovore, destroys the Minoans, but is set free in the Time Vortex.

ca. 69,458 TL (1250 B.C.)

The Master and the War Chief attempt to launch a Holy War on Earth, and bring about the fall of Jericho through hypnotically-induced miracles. The Doctor defeats their efforts.

70,280 TL (428 B.C.)

The Master and the Rani mount an attack on Athenian civilization through the use of a mutated plague. They fail to trap The Doctor, and are defeated.

70,777 TL (69 A.D.)

The Master and the Colonel clash briefly during the Flavian attack on Rome, but The Master escapes with a party of kidnapped Time Lord scientists.

71,333 TL (625 A.D.)

The Master and the Rani interfere in the rise of Mohammadanism, and The Master finds the Ring of Shaitan. They are defeated by Leora, and the Rani leaves The Master stranded. He is later rescued by Rozinel, his confederate.

71,774 TL (1066 A.D.)

The Master (then known as "the Monk") attempts to ensure the victory of King Harold at Hastings, but is foiled by The Doctor.

71,923 TL (1215 A.D.)

The Master uses Kamelion to impersonate King John, but is defeated (losing Kamelion in the process) by The Doctor.

72,400 TL (1692 A.D.)

The Master and the Colonel skirmish in Salem, Massachusetts, but The Master and his captive scientists escape again.

72,540 TL (1832 A.D.)

The Master attempts to alter the course of the Industrial Revolution, with the reluctant help of the Rani. They are defeated and forced to flee in a sabotaged TARDIS.

72,565 (1857 A.D.)

The Master and the Colonel clash during the Sepoy Rebellion in India. Together with his kidnapped scientists, The Master escapes back in time to ancient Rome.

72,686 TL (1978 A.D.)

The Master arrives on Earth to spearhead the second Nestene invasion. He later repents and cooperates with The Doctor in defeating this enemy. The Doctor cripples The Master's TARDIS, stranding him on Earth, but the renegade escapes.

The Master assumes the identity of Professor Keller and uses the Mind Parasite in his Keller Machine to help steal a nerve gas missile and threaten a World Peace Conference. He is defeated when The Doctor turns the Mind Parasite against him, but escapes, repairing his TARDIS in the process.

The Master makes contact with Axos and brings it to Earth, escaping as The Doctor forces the composite being into a time loop.

The Master returns to Earth with the secrets of the Daemons, and attempts to summon the Daemon Azal to learn its powers. His plan fails, and The Master is captured by UNIT.



72,687 TL (1979 A.D.)

The Master is sentenced to life imprisonment on an island in the English Channel, but escapes by subverting his warder and contacting the Sea Devils. After The Master tries to revive the Sea Devils around the world, his allies turn on and imprison him. The Doctor destroys the Sea Devil colony, prevents their revivification, and rescues The Master, who then escapes.

The Master adopts the guise of Professor Thascales and uses the TOM-TIT device to trap Kronos, the Kronovore. He then departs, pursued by The Doctor, to find the complete Crystal of Kronos in Minoan Atlantis.

72,688 TL (1980 A.D.)

The Time Lord Veros, under The Master's control, steals an experimental TARDIS, but accidentally loses it under several tons of lava during the eruption of Mount St. Helens.

The Master disguises his TARDIS as the statue Melkur on Traken. He is prevented from becoming the Keeper of Traken by The Doctor and his Companions, but does gain control of the body of Consul Tremas, thus gaining a 14th incarnation.

The Master travels aboard The Doctor's TARDIS to Logopolis, where he stops the computations there and triggers the heat death of the universe. He then joins forces with The Doctor to run the Logopolis programs through the Pharos Project on Earth, thus stabilizing the collapse. In a fight on the Pharos Project antenna, The Master kills the fourth Doctor.

The Master kidnaps Adric and uses his mathematical knowledge to set up a series of traps against the regenerated Doctor. The last of these, the recursion of Castrovalva, collapses prematurely, and The Master's flight is made difficult by the formation of a singularity there. His damaged TARDIS is hurtled 140 million years into the past.

72,689 TL (1981 A.D.)

The Master plots to revive Silurian and Sea Devil colonies throughout North America, but is defeated by the Colonel and UNIT/NA. He escapes, but most of the Sea Devil and Silurian colonies are destroyed in a malfunction of the revivification device.

The Master locates Lord Veros, now regenerated and subject to amnesia, and determines the location of the lost experimental TARDIS. He

revives and reprograms a band of Yeti near Mount St. Helens, and uses them to dig out the TARDIS, but is discovered by the Colonel and UNIT/NA. The reawakening of the Great Intelligence forces The Master to cooperate with the Colonel to defeat it, but The Master escapes in the experimental TARDIS.

72,691 TL (1983 A.D.)

The Master's time contour kidnaps two Concorde SSTs into the distant past. The Master returns to this time to recalibrate his TARDIS controls, but is carried off to Xerophas by the Xeraphin Consciousness instead.

On Xerophas, The Master discovers relics of an ancient war, including the robot Kamelion. He makes makeshift repairs to his TARDIS and returns to his hidden base.

72,693 TL (1985 A.D.)

The Master kidnaps Tegan Jovanka, Sarah Jane Smith, and Jo Grant from Earth.



72,705 TL (1997 A.D.)

The Master attempts to use a time field projector from a lunar base to break down the fabric of time on Earth. The attempt backfires, hurtling the Master and his equipment into the distant future.

72,754 TL (2046 A.D.)

The Master and the Rani interfere in the development of Earth's first major interstellar colony, but are defeated by The Doctor.

72,798 TL (2090 A.D.)

The Master seizes the Star of Rassilon on the planet Radirr, using the climactic clash between the Sontarans and the Rutans to cover his escape from the Colonel.

72,872 TL (2164 A.D.)

The Master and the Colonel skirmish briefly during The Master's attempt to kidnap Time Lord scientists. Using the Daleks on Earth to threaten the lives of the scientists, The Master distracts his pursuers long enough to make good his escape with one captive, Lord Veros.

72,893 TL (2185 A.D.)

The Master kidnaps freedom fighter David Campbell and substitutes a Kamelion-type robot in his place in an attempt to warp Earth's history. The CIA arranges to have two incarnations of The Doctor drawn out of the timestream to meet the threat. These two are able to combine their mental force to overcome The Master's psionic control of the robot. The Master escapes into Earth's 20th century.

73,179 TL (2472 A.D.)

The Master is defeated by The Doctor in an attempt to seize the Doomsday Weapon.

73,188 TL (2480 A.D.)

The Master plots to revive a band of Cybermen from a war museum on Victrix, but is thwarted. He finds it necessary to ally with Lord Alistanathcalebiviveth to defeat the Cybermen when they turn on him.



73,248 TL (2540 A.D.)

The Master, working with the Daleks, attempts to trigger a war between Earth and the Draconians. The Doctor foils the attempt. The Daleks turn on The Master and imprison him in a time corridor.

73,328 TL (2620 A.D.)

The Master, seeking the powers of the blue crystals of Metebelis 3, accidentally reawakens the dormant mind of the Great One, and finds himself possessed by the now-disembodied spirit. The Doctor frees him from the influence, and The Master escapes.

73,387 TL (2679 A.D.)

The Master uses the Ring of Shaitan on Rostenes to revive and dominate a Daemon, but is defeated by the Lady Leora, who has also obtained one of the powerful rings.

74,708 TL (4000 A.D.)

As the Monk, The Master makes an attempt to betray The Doctor to the Daleks on Tugus, but The Doctor escapes, and goes on to foil the Dalek Master Plan.

82,450 TL

The Master liberates Davros of Skaro from the hands of the Daleks. They were taking him to their leaders for judgement after Davros "betrayed"

their cause by manufacturing new Daleks on his own. Davros and The Master forge a brief alliance, in which The Master undertakes to supply the means of controlling the Daleks in exchange for the cooperation of Davros in creating new and more powerful Dalek forces for the conquest of Mutter's Spiral. The plot is defeated by the Colonel. The Daleks themselves do much to checkmate the schemes of the two villains. Davros is recaptured by the Daleks, while The Master retreats to his hidden base.

100,725 TL

Following the Morbius crisis on Karn, the Time Lords almost completely withdraw from involvement in time and space. The Master, denied any further chances to do field research, becomes a teacher at the Prydonian Academy.

101,176 TL

The Prydonian Academy rebellion takes place. The Master's plot is betrayed to the High Council and crushed. He himself flees in a stolen TARDIS, forced by a mortal wound to regenerate.

101,193 TL

The Master returns to Gallifrey and suborns several Time Lords, among them Rozinel and Cardinal Arkendo. He breaks into Time Lord files and steals several, including the file containing data on the Doomsday Weapon. The CIA begins to take an active interest in his activities, and uses The Doctor in several counter-interventions against him.

101,198 TL

The Master breaks free of the Dalek time corridor and lands on Tersurus, dying and at the end of his natural regeneration cycle. Chancellor Goth of Gallifrey receives him, and together they assassinate Pandar V. The plot is uncovered by The Doctor, but The Master goes on to draw enough power from the Eye of Harmony to stabilize his failing body and escape Traken.

101,209 TL

The Master is involved in the last of the Games of Rassilon, and is sent back to normal space and time by Rassilon himself.

101,215 TL

The Master stirs up war on Gallifrey between the Shobogons and the Time Lords to cover his search for the hermit Tamozar. The Doctor, reunited with his former Companion Leela, stops the war and aids Tamozar in defeating The Master, who eludes capture.

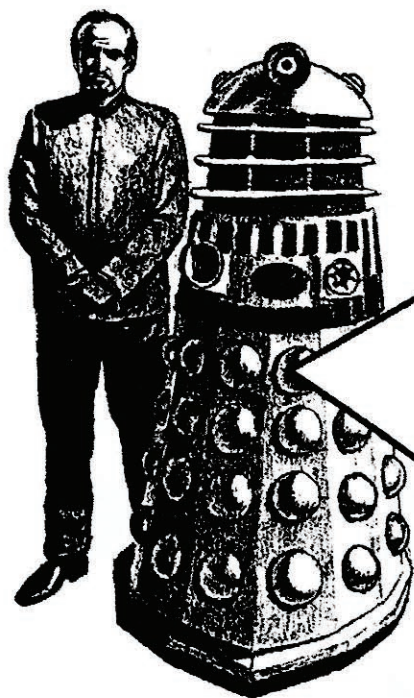


101,217 TL

The Master kidnaps a team of scientists doing important temporal research on a remote space station. The Colonel and Leora sabotage his TARDIS, randomizing the controls and leading to a chase through Earth's history.

101,228 TL

The Master launches a new revolution on Gallifrey. In the aftermath, The Doctor tracks The Master to his hidden base, and there stages a final confrontation that ends with the destruction of the base complex and the (probable) death of The Master himself. As The Master's body is never recovered, however, the CIA leaves his file open, believing him to have been seriously set back, but not necessarily killed.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



PERSONALITY

MOTIVATIONS/ DESIRES/GOALS

The Master, more than any other being known to Gallifrey, demonstrates the ways a person can be warped and distorted by failure, frustration, and hatred. Beginning as an essentially good, if somewhat ruthless Time Lord, The Master's original goals could be considered laudable. He wanted only to strive toward perfection in an imperfect universe, making use of Rassilon's discoveries to benefit societies throughout the universe. Like his close friend, The Doctor (and unlike another schoolmate, the amoral Rani), The Master originally preached that great power carried with it great responsibility – for Time Lords as much as any other being. He felt that the Time Lords had the power, and thus the obligation, to help those less fortunate, and he was determined to prove it.

Nonetheless, The Master's goals in these early days had a side that was not so laudable. The Master felt that temporal manipulation should be exercised according to a master plan that would sacrifice whole civilizations to the ruthless dictates of efficiency and progress. This was the cause of his fatal break with The Doctor, the single most damaging factor in his long life. The Doctor



could point to good things that came from the worst of circumstances. Even the Daleks, by their very existence, had helped to create alliances and ensure the development of cultures that contributed great good to the Universe. It was inevitable that The Master should find his views rejected, not only by hide-bound High Council members, but by his very best friends on Gallifrey.

The aftermath of the Morbius crisis only reinforced The Master's isolation. Now the Time Lords recoiled from the rest of the universe more than ever, limiting access to TARDISes, and denying The Master the right to carry out his field research. The pomp and circumstance, the dry intellectual life that was Gallifrey weighed heavily on The Master, and it was during this era that the rot began to set in. From visions of a universe guided by the Time Lords, there now arose a distorted image. He felt that only one among the Time Lords was capable of bringing to life the old dream, only one Gallifreyan was capable of seeing the necessity for intervention and careful manipulation – The Master. He succeeded in converting an impressionable batch of students to his cause, offering what amounted to godhood to those who would follow him. Thus was the Prydonian Academy rebellion launched.

The rebellion's failure led to exile, the life of a fugitive in a stolen TARDIS. The Master pinned the blame for his defeat on one man, the once-valued friend who had failed to see the light, who had warned the High Council and triggered the slaughter. Thoughts of The Doctor began to haunt the renegade's mind even as he set out to vindicate himself by carrying out his program alone, without the resources of Gallifrey or the aid of the Time Lords.

But more interference by The Doctor followed, and with each defeat, The Master grew to hate The Doctor more. At last, there came a point when the aim of shaping history was inexorably linked to seeking vengeance against The Doctor. This usually involved the conquest or destruction of Earth (The Doctor's favorite, almost adopted, planet), or the death of The Doctor – or both. These schemes often failed merely because The Master was so intent upon The Doctor's doom that he allowed precious opportunities to slip by. Always the typically devious Prydonian, The Master tended more and more to get caught up in plans that collapsed under the weight of their own complexity.



By the time his twelfth regeneration had run its course, The Master's early, laudable goals had long since disappeared. The man who had proposed the destruction of the Daleks centuries before had now, ironically, allied himself with them not once, but twice – and he had made alliances with a multitude of others just as evil. The last regenerations of The Master in this original cycle were characterized by a vaunting ambition, a glorying in any chaos and destruction that might unravel the fabric of Time, and a burning hatred for The Doctor and others who stood in his way. He had also come to realize that the rest of the Time Lord race was equally dangerous to his ambitions, because the Celestial Intervention Agency had begun to thwart those plots that The Doctor did not manage to foil.

A further slide into evil followed The Master's escape from the Dalek time corridor, an escape that should have killed him. Unable to regenerate, and unwilling to give up life, The Master's outward appearance became a mirror of his black soul. At the same time, the fugitive Time Lord seemed to grow even more twisted, evil and ruthless in his husk of rotting flesh. *There had been something in The Master of old that brought out compassion in people like The Doctor. Now it was different. Now The Master's aura was one of total evil.*

The end of the regeneration cycle also awakened a new motivation in The Master – the desire to renew his life and restore his body. Thwarted once at Gallifrey and cheated of his full victory at Traken, The Master finally obtained a more serviceable body. Yet, he continued to search for a new trigger to a cycle of regenerations. This was a goal almost as important to him as power, at least until Sarn. Evidently, the numismaton gas has indeed bestowed a new cycle of regenerations. Certainly, however, thoughts of immortality still tempt The Master, for to be truly immortal would itself bring a measure of the power he craves so much.

But even restored to health and long life, The Master's evil has grown, not diminished. Absolute power, and the final vengeance he needs to bring his feud with The Doctor to an end at last, blot out all traces of the good that once made him something more than a criminal.

Ambition, vengeance, and the search for an extended life are, of

course, the key elements in The Master's complex personality. There are, however, other important characteristics as well. He is vain, his conceit often leading him to make the fatal error of prematurely revealing his plans or underestimating the abilities of opponents. The Master also fears being imprisoned or tortured with an intensity that is almost pathological. Though he can endure detention as long as a chance of escape is possible (as when UNIT held him following the Daemon affair), the thought of an inescapable punishment will reduce him to pleas for mercy.

But mercy is not something The Master can show to others. He is ruthless, and can cheerfully risk total destruction of a person, a planet, even the entire universe if it will further his plans. He will not, however, accept the certain destruction of the universe, or threats to his own safety. The Master will work to defeat the very plans he set in motion if he sees them leading to the end of his own aspirations. This has led to several fleeting alliances with The Doctor, though less often of late. Even when helping, The Master is always capable of treachery.

MANNER

In his early regenerations, before the Prydonian Academy revolution, The Master could best be described as an eccentric loner, a quiet but intense individual. A brilliant scientist and scholar, his single-minded pursuit of his work made it difficult for him to form friendships. His manner could, at times, be frightening in its

aloofness and ruthlessness. Though capable of forming attachments to other loners (such as The Doctor), The Master was far more interested in research and the acquisition of knowledge than in interacting with people. His capacity for work was vast, and he was a perfectionist easily irritated by the foibles or emotions of others. These

seventh incarnations, when he was known as the Monk, many of his previous behavior patterns were carried over to his new personas intact. During the period he also became more cautious, more suspicious, and at the same time, more aggressive in his dealings with others. He had a deep-seated streak of paranoia, not surprising consid-

ering The Doctor's betrayal of their old friendship and the subsequent collapse of The Master's plans. During this time, The Master began to tamper with history, but most of his schemes were fairly straightforward and simple, unlike the subtle and intricate plots of later incarnations. Though still ruthless and aggressive, he was not a particularly violent person. Neither was he squeamish about resorting to deadly force in pursuit of his goals or of vengeance.

Following his seventh incarnation, The Master's manner, like his appearance, became relatively constant for a considerable length of time. In this period, he can best be characterized as the solitary adventurer, preferring to demonstrate his power over ideas and objects rather than be involved with people. Many of his most impressive scientific



incarnations were inclined toward sarcasm and impatience, which was also true of his friend, The Doctor. Though distant and cold, his manner displayed a supreme confidence that made him a fine and inspiring leader – the fatal attraction that led his students to follow him in rebellion.

During The Master's sixth and

achievements, notably the Tissue Compression Eliminator, were developed at this time. As time passed, though, and defeat followed defeat in his plots to assume universal power, The Master's ruthlessness and evil became increasingly dominant in his character. His voice, sonorous and



melodic, and his suave, elegant, polite mannerisms were a thin veneer over a developing streak of cruelty and outright sadism. His sarcastic wit was the equal to that of any of The Doctors. Despite his obviously evil ways, he could still charm all but the most hardened opponents and win the grudging admiration and respect of his enemies. Toward the end of his thirteenth incarnation, when his body began to wither and rot, The Master's spirit likewise became more twisted and evil. No longer capable of taking direct action, he became the hidden schemer, the spider at the center of a web of intrigue. Now cautious and patient, he could be characterized as a thinker rather than a doer. Hatred was all that kept him alive – hatred of Gallifrey, of the Time Lords, and above all of The Doctor. Working through others, The Master learned now the devious ways that made the proverbial Prydonian cunning look like guileless innocence.

Following his theft of a new body on Traken, The Master assumed a physical form quite similar to his previous incarnations, but many of the habits of thought and action stemming from his previous deterioration remained with him. This Master was as much moved by hatred as the death's-headed thirteenth incarnation had been, in a way that none of his previous selves had been. He retained his immediate predecessor's love of scheming, of devious plans and intricate traps far more subtle – and vicious – than anything he ever attempted in earlier lives. He is far more arrogant than his past selves as well, possessed of an absolute confidence in his superiority and a contempt for anything that fails to meet his standards.

This current Master is impulsive and energetic, always ready to come up with new plans or schemes. Regardless of the odds in any situation, he is determined to beat them, proceeding ruthlessly and ignoring everything but his own goals. His temper is quick, and he enjoys confrontation – so long as he can win.

In his last two incarnations, The Master has prized elaborate plans over direct action, and takes more pains than ever to adopt disguises, even where these are not particularly necessary. He enjoys manipulating others to do his bidding, and takes great pleasure in inflicting pain, be it physical or emotional. These latest lives have, in some ways, been the most evil and grasping of The Master's incarnations. No longer does he move his enemies to mercy.

The Master's most obvious weakness is his enormous ego. He cannot resist gloating over a defeated enemy, and this boasting often gives his opponents the information they need to thwart his plans. Also, his overwhelming desire for vengeance often causes him to spring one of his elaborately-laid traps prematurely (especially where The Doctor is concerned).

THE
DOCTOR
WHO
ROLE PLAYING GAME

SPECIAL KNOWLEDGE/POWERS

The Master has always been very skilled in the art of disguise, both of himself and of others. The disguise kit that he keeps on his person is capable of duplicating virtually any face in a matter of minutes, creating an extremely lifelike mask. On more than one occasion, The Master has used masks of his own face on the unconscious bodies of others to confuse pursuers and buy time for escape. In earlier regenerations, he rarely adopted elaborate disguises for himself. In recent incarnations, The Master has developed a habit of disguising himself quite elaborately, even when such disguises are not particularly necessary. Notable disguises have included everything from the mysterious Oriental sorcerer Khalid to a scarecrow watching over an English countryside.

Above all, The Master is particularly noted for his ability as a hypnotist. The Master's hypnotism skill is so good, in fact, that it transcends the normal hypnotic abilities presented in the game. Thus, add 10, rather than 5, to The Master's CHA score when determining his Performance Level as a hypnotist.

Finally, The Master is capable of controlled regeneration, and can maintain both features and personality virtually intact from one incarnation to the next. He can also deliberately change them for purposes of disguise if he so desires. The Master has demonstrated this control by maintaining an almost constant appearance through several regenerations in a row, only to make the complete changeover to the Monk, and then again to his familiar 'satanic' appearance in later regenerations.



THE MASTER'S GOALS

"It is the meddling of individuals like The Master, whose interference in temporal entropy is motivated wholly by ambition, greed, or personal egotism, that has made the Time Lords adopt such cautious (or some would say foolish) restrictions on the matter of Intervention. The CIA must pledge itself to the elimination of this sort of meddler. The Master and his ilk have given our whole cause a bad name."

*Lady Rowellanuraven
Address to the CIA Council*

Brilliant and resourceful, The Master is one of the most formidable adversaries ever faced by the CIA or other Time Lord interventionists. Over the years, his numerous plots against the safety of the universe have threatened the timestream, making his activities a constant source of danger.



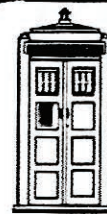
QUEST FOR POWER

Behind everything The Master does are certain key goals. These are the heart of The Master's quest for power in space and time. Although he is widely characterized as seeking to conquer the universe (and, indeed, he himself has widely proclaimed such an intention), his objectives are actually more complex. The Master's real goal is not merely to *conquer* reality, but rather to *reshape* it so that he can become the all-powerful ruler of creation.

The Master has learned the techniques of restructuring a society or a race by tampering with history, although his attempts to create a permanent change have met with repeated failure. The Time Lords (particularly the CIA) are the principal barrier to The Master's dreams. As long as the Time Lords exist to thwart him, The Master can neither reshape the universe nor replace it with some alternate time line – either of which would suit his purposes. Although personal hatreds drove The Master to seek the elimination of the Time Lords, these private emotions merely reinforce a principal need of the renegade's grand design.

In truth, The Master is simultaneously working toward several distinct goals. Most of his activities will be concentrated in a direction that will further one or (if possible) more of these aims. They can be divided into Main Objectives and Lesser Objectives, and are described below.

By recognizing these important objectives, it is possible to put The Master's recorded deeds into some kind of perspective. The Master has been characterized as loving chaos and destruction for its own sake. In fact, nothing could be further from the truth.



MAIN OBJECTIVES

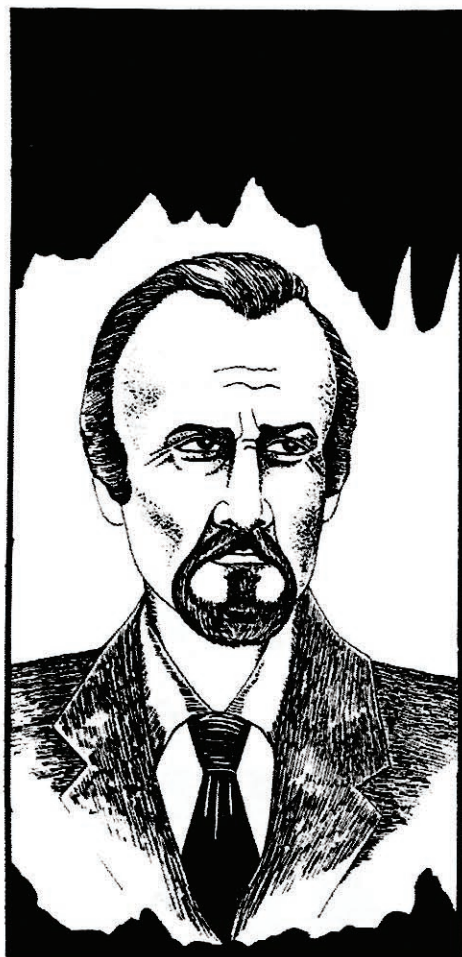
RESHAPING UNIVERSAL HISTORY

This was The Master's first, and still his favorite, main objective. His intent is to manipulate the history of key Temporal Nexus Points to produce cumulative historical changes that can be exploited to give him mastery of a universe shaped as he desires. The elimination or modification of society on Temporal Nexus Point *Earth* is a major factor in this grand design, as humans play a crucial part on the stage of galactic history. Other Temporal Nexus Points may be of interest to The Master, but none so much as Earth itself. The major barrier to achieving this end is the intervention of Time Lords, including both The Doctor and agents of the CIA, who fight to preserve the established history of the universe.

REPLACING THE REAL UNIVERSE

The Master has also worked, from time to time, on the concept of eliminating known reality altogether. Other universes parallel to our own do exist, some of them remarkably similar, others completely unlike anything we know. Cross-dimensional travel is not as simple as time travel, but has been achieved. In some cases, the two work in combination when alternate timelines branch out from a single temporal nexus.

Our own space-time continuum, however, is the prime reality, the plane where Rassilon created the powers of the Time Lords. They, in turn, took steps to preserve the structure of the universe as they understood it. If The Master had his way, however, he would replace known reality with an alternate one where he could rule supreme and unopposed. To do this, he would have to establish a universal Time Loop to remove this entire timestream from existence. Once again, this cannot be accomplished until the Time Lords can be subdued or put aside.





LESSER OBJECTIVES

DESTRUCTION OF TNP EARTH

As a lesser objective, The Master seeks destruction of Earth (or, alternatively, the reshaping of Earth's history) for two primary reasons. First, the Earth is a Class I Temporal Nexus Point. Its elimination or alteration would produce the sweeping historical changes necessary for The Master to reshape the universe to his own ends. Secondly, the Earth is the sometime adopted home and favorite world of The Master's hated rival, The Doctor. Thus, while any Class I Temporal Nexus Point would do to achieve The Master's principal goals, achieving them through the manipulation of Earth holds an especially strong attraction for The Master.



TRAVEL THROUGH THE TEMPORAL BARRIER

Although a lesser objective, this is in fact the key to all The Master's dreams of power. If The Master could learn of a way to travel into Gallifrey's own past, he would be in a position to guide Gallifreyan society onto a course that would be more advantageous to him. Success in such a plan would enable The Master to create a Time Lord culture as dedicated to his evil ways as he is, thus ensuring his dominion over a reshaped Universe.

Unfortunately for The Master, such an objective is not currently within reach. Some particularly brilliant temporal theoreticians have postulated, however, that the Temporal Barriers to the past and future might be penetrated, using a sophisticated technology that has not yet been assembled even experimentally. It is thought that certain late-model TARDISEs have the capability of making such a journey, but only when two of them are employed in tandem, and under the guidance of an intricately-structured mathematical navigation plan (far out of reach of any ordinary Time Lord).

The Master, a gifted student of Temporal Science himself, has reached the same conclusions, but he reasons that such a combination could be achieved. Many of his past schemes have been aimed secretly at acquiring the necessary powers, abilities, and technology to achieve this end.

REGENERATION

The quest for a new body and a new cycle of regenerations began when the renegade used up the last of his normal incarnations. Although a lesser objective, the quest took preeminence in The Master's mind. The goal was evidently achieved during the affair on Sarn.

SEARCH FOR NEW POWERS

Many of The Master's plots and plans revolve around the acquisition of unusual knowledge or abilities. These are, of course, a means to an end – the ability to regenerate perpetually, or the power to absorb the minds and knowledge of others, for example. In many cases, though, acquisition of these powers may be a worthwhile goal in itself. The Master will never pass up an opportunity to achieve a new or exalted level of personal power.



THE MASTER'S TARGETS

Any Temporal Nexus Point is a possible target for The Master's meddling, as is any world where local resources may hold the key to some discovery or process The Master might find useful. Some worlds, however, are of special interest to the renegade. They may be especially important to the ebb and

flow of history, or hold particularly important secrets The Master can use in his ongoing schemes of conquest.

Any of the Class I Temporal Nexus Points in the universe interest The Master greatly. Relatively minor changes in their histories can alter the course of time in ways far out of proportion to the original stimulus. First and foremost of these worlds is

Temporal Nexus Point *Earth*. There are other Nexus Points, quite minor by galactic standards, but that could be made to play an important part in The Master's plans. Rostenes, Victrix, Terranova, Radirr, and Metebelis 3 are such nexus points, all of which played a part in events described in the section on The Master's history

ROSTENES

World Log: ROSTENES

Astronomical Data	
System Name:	Skarendia
Number of Stars:	1
Position in System:	3
Number of Satellites:	0
Planetary Data	
Gravity:	0.9G
Size	
Diameter:	11,700 km
Equatorial Circumference:	36,000 km
Total Surface Area:	459,000,000sq.km
Planetary Conditions	
Major Land Area Types:	Minor islands only
Major Water Area Types:	Lakes only
Length of Day:	22 hours
Atmospheric Density:	Thin
General Climate:	Arctic
Cultural Data	
Dominant Life Form:	Virndoffa
Full Techn./Socio.Index:	21221-314
Government Type:	Feudal
Controlling Governmental Body:	Clan Elders
Chief Governing Officer:	Clan Chief

Alien Creature Record:	
Environment Data	
Type:	Terrestrial
Atmosphere Breathed:	Oxygen/Nitrogen
Appearance	
Size:	Small
Body Form:	Mammal
Limbs:	4 motive jointed 2 manipulative jointed
Body Covering:	Hair with feather crest around head
Attributes	
Strength:	9
Endurance:	14
Dexterity:	13
Senses:	Hearing, smell
Life Style:	aggressive omnivore
Combat Statistics	
MAX OP END Score:	28
AP Score:	8
Combat Ability Type :	Fangs/Claws, Camouflage
Combat Proficiency Level	V
Damage Value	1D6
Armor Value	1

Rostenes is currently undergoing an ice age that has frozen most of the world's seas. Only a few areas are warm enough for open water to occur. The Virndoffa live near these open-water areas.

The race is vaguely similar to centaur-type beings of Earth legend, but are much smaller, and adapted to move equally well on ice or dry land. They are covered with thick hair (and a feathery crest around the head and neck), colored white or grey-white as camouflage.

Virndoffa culture is primitive, but with a very strong animist religion and feudal/clan society reminiscent of some early Gallic or Briton tribes on Earth. They are extremely xenophobic, the more so because (in 73,387) Ice Warriors invaded their planet in search of a new homeland. However, with proper manipulation of the Daemon-based religion, outsiders may find them cooperative. Rostenes is a minor nexus point provided so that The Master's attempt to use the Ring of Shaitan can be played out, if desired.

VICTRIX

World Log: VICTRIX

Astronomical Data	
System Name:	Valeria
Number of Stars:	3
Position in System:	6
Number of Satellites:	2
Planetary Data	
Gravity:	1.1G
Size	
Diameter:	14,300 km
Equatorial Circumference:	44,000 km
Total Surface Area:	561,000,000 sq.km
Planetary Conditions	
Major Land Area Types:	5 major continents
Major Water Area Types:	4 major oceans
Length of Day:	23 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Cultural Data	
Dominant Life Form:	Human
Full Techn./Socio.Index:	87766-748
Government Type:	Representative
Controlling Governmental Body:	Chamber of Deputies
Chief Governing Officer:	Executor

This human colony planet is a minor nexus point, the site of a major battle near the end of the galactic Cyberwars. A powerful Cyberweapon, the stasis field projector, was turned against the Daleks in that battle. It is also the site of one of The Master's plots, in 73,188 TL. Statistics are provided so that play of that situation can be resolved if desired.



TERRANOVA

World Log:

Astronomical Data

System Name: Tau Ceti
Number of Stars: 1
Position in System: 3
Number of Satellites: 2

Planetary Data

Gravity: 1.7G
Size:
Diameter: 22,100 km
Equatorial Circumference: 68,000 km
Total Surface Area: 867,000,000 sq. km

Planetary Conditions

Major Land Area Types: 4 minor continents
Major Water Area Types: 5 minor oceans
Length of Day: 15 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate

Cultural Data

Dominant Life Form: Human
Full Techn./Socio.Index: 77766-748
Government Type: Participatory
Controlling Governmental Body: The Colonial Assembly
Chief Governing Officer: The Expedition Commander

Terranova is a minor nexus point, site of the first major human colony outside the solar system. As described in **Brief History**, this world was also the focal point of a plot by The Master, who hoped to alter the social development of human interstellar expansion. A quiet, peaceful planet, Terranova supported no dangerous life forms until the interference of The Master and the Rani. The planetary statistics can be used to recreate that adventure.



RADIRR

World Log: RADIRR

Astronomical Data

System Name: Svenzath
Number of Stars: 1
Position in System: 4
Number of Satellites: 3

Planetary Data

Gravity: 1.2G
Size:
Diameter: 15,600 km
Equatorial Circumference: 48,000 km
Total Surface Area: 612,000,000 sq. km

Planetary Conditions

Major Land Area Types: 4 major continents
Major Water Area Types: 3 major oceans
Length of Day: 19 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate

Cultural Data

Dominant Life Form: Kamreth
Full Techn./Socio.Index: 45655-890
Government Type: Anarchy
Controlling Governmental Body: None
Chief Governing Officer: None

Allen Creature Record: KAMRETH

Environment Data

Type: Airborne
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Size: Medium
Body Form: Avian
Limbs: 2 wings
2 motive jointed
2 manipulative jointed
Body Covering: Scales

Attributes

STR: 9
END: 11
DEX: 19
Senses: Sight
Life Style: Aggressive
Carnivore

Combat Statistics

MAX OP END Score: 22
AP Score: 10
Combat Ability Type: Unarmed Combat
Combat Proficiency Level: VI
Damage Value: 1D6
Armor Value: 2 points

Radirr is a minor nexus point where an ancient Time Lord expedition was lost. The Master is interested in the world because the Star of Rassilon is there. Radirr is also much like Earth, of interest to both the Sontarans and the Rutans, being seized periodically by one or the other.

The natives, the Kamreth, are an intelligent race of man-sized beings descended from avian ancestors. They have massive torsos, wingspans of almost 15 feet, and are covered with multi-hued feathers. Once very advanced, the Kamreth have been reduced to bands of guerilla fighters by the continued presence of alien invaders. They are wary and unfriendly to all (even to others of their own race, some of whom collaborate with one side or the other for temporary gain).

These statistics permit recreation of the Star of Rassilon adventure.

METEBELIS 3

World Log:

METEBELIS 3

Astronomical Data

System Name: Metebelis
Number of Stars: 2
Position in System: 3
Number of Satellites: 2

Planetary Data

Gravity: .8G
Size:
Diameter: 10,400 km
Equatorial Circumference: 32,000 km
Total Surface Area: 408,000,000 sq. km

Planetary Conditions

Major Land Area Types: 3 major continents
Major Water Area Types: 3 major oceans
Length of Day: 30 hours
Atmospheric Density: Thick
General Climate: Tropical

Cultural Data

Dominant Life Form: Human
Full Techn./Socio.Index: 66654-536
Government Type: Controlled Monarchy
Controlling Governmental Body: Council of State
Chief Governing Officer: King

This description of Metebelis 3 reflects conditions on the planet after the fall of the Spiders who once controlled the world. It is a minor nexus point visited by The Master in one of his plots (See **Master Villain** chapter), and is included here to allow play of that adventure.





LOST NEXUS POINTS

Logopolis and Traken were worlds that formerly held a great fascination for The Master. Both were destroyed, however, when The Master inadvertently unleashed the forces of entropy at Logopolis. The Doctor intervened in time to save the Universe, but not before these two worlds collapsed. The Master may be interested in visiting one or the other prior to 72,689 TL, however.

Logopolis, the first of these two lost nexus points, is the source of the secrets of Block Transfer Computations and other powerful mathematical tools. The other is Traken, where the bioelectronic Source confers great mental powers on the Keeper. However, The Master is very reluctant to tamper further with either of these worlds, as he can only attempt to do so in periods predating his known involvement in their affairs. More meddling could be disastrous for him.

The Master learned only too well how sensitive is the position of Logopolis in the Universe, and he is unlikely to interfere with it again. Prior to 72,689, there is no Pharos Project to take up the burden of maintaining the universe if another miscalculation is made. As for Traken, a manipulation of that world's history could have severe effects on The Master himself, as he is now using the body of a Trakenite. He cannot afford to test the Laws of Time through the creation of a paradox that involves his own well-being.

Despite this, a sufficiently important reason might draw The Master back to one of these worlds. His actions would now be uncharacteristically cautious.



MERAST, THE MASTER'S BASE

Operations as complex and ambitious as The Master's demand a base from which to work. Extra equipment, spare TARDISes, workshops and laboratories, and other essentials are all present here, giving the renegade a self-sufficiency that many of his foes can never possess. Even the CIA secret headquarters on Gallifrey fall short of the security and facilities built up by The Master over the years.

A CRACK BETWEEN UNIVERSES

The Master discovered his base of operations by accident. As the Monk, he was defeated by The Doctor and stranded on Earth during that planet's middle ages, deprived of the dimension controller that governed the operation of his TARDIS. When he sought to replace this missing component, The Master made a minor miscalculation. The machinery was faulty, and the jump through space and time nearly disastrous.

The renegade emerged in a strange, eerie place, a void without stars. A pale blue light seemed to come from everywhere and yet nowhere. Time itself flowed at quite a different rate than in our own familiar universe. The Master's body was shocked into regeneration by his first entry into this other space, but later he learned the secret of entering and leaving it safely.

When he recovered, The Master soon deduced the nature of this new realm. It was not precisely a parallel reality or an alternate dimension, but rather a 'crack' between universes, a place with changed physical laws and no real existence of its own.

At first, it seemed to be a featureless void, but The Master eventually found that his TARDIS was not alone here. He found debris, drifting hulks of ancient ships that had slipped into this strange realm by accident. Among them were experimental hyperdrive timeships, but there were also objects obviously never designed for use in space, including ocean-going craft from Earth. Natural phenomena, as well as the malfunction of space- or time-twisting drives, evidently caused objects to fall out of their universes and into cracks like this one.

Ultimately, The Master stumbled on the greatest find of all – an entire planet that had been accidentally rotated into this new continuum. Lifeless and barren, its surface cold as the depths of space without a star to warm it, this world was nonetheless a welcome haven for The Master. Here he was able to recalibrate his TARDIS controls and, using parts salvaged from other vessels, able to rebuild the damaged systems. Then, he applied his genius to the problem of departure. He did discover the proper coordinate settings to escape...and the way to return again.

Following this first introduction to the crack between universes, The Master returned many times. He hijacked laborers and equipment to help him build a true base on his new world, which he christened "Merast" (an anagram of his own name). It is his refuge, a place to repair or replace damaged vehicles and equipment, to recuperate after regeneration, or to hide when the Time Lords took too much interest in his activities.

Merast is hard to reach, even for The Master, and he spends little time there. He visits only at great need, but it is an invaluable resource to have at his back. Its existence is completely unsuspected by the Time Lords or any other enemy, and only accident – or imprisonment by The Master – is likely to allow outsiders to learn this important secret.

THE PLANET

The planet Merast is only about the size of Earth's Moon. The surface is barren and extremely rugged, and there are signs here and there of a civilization that once occupied the surface. The ruins point to this world's having been an airless, lifeless rock even before its transition into the void. The buildings and facilities are all either underground or contained in airtight bubble domes. The largest of these complexes has been repaired and occupied by The Master and his servants.

The entire surface of Merast exists in a strange kind of perpetual twilight, illuminated by a soft blue luminescence from the airless sky. This light is produced by some form of harmless background radiation made visible through the peculiar workings of physical law here. Without the warmth of a sun, the planet's surface is brutally cold, so cold that even the finest environmental suits fail within half an hour. Only a spaceship hull or other structural component can stand up to this environment. The Master sometimes punishes workers who have caused him trouble by driving them out of the complex in ordinary spacesuits, which guarantees a slow, lingering death.

BASE DESCRIPTION

The Master's actual base is a large installation, comprising ten levels that spread out over an area of some five square miles. Large areas of the base are unused, but there is still quite a large area devoted to The Master's many needs. Power is furnished by a small nuclear reactor located at the heart of the facility. This reactor pierces eight of the ten levels, forming a sort of core around which the rest of the installation is built. Immediately above the reactor are two levels devoted to command and control facilities. These two levels are the only above-ground sections of the base.

Outside the command areas, the top two levels contain docking zones and hangars for conventional starships, now used only in very unusual circumstances. There are also warehouses and storage facilities here. The deep underground laboratories and workshops are used by The Master for equipment repair, experimentation, and servicing of the TARDISes in his control. There are also barracks rooms devoted to the housing of The Master's base staff, mostly brutish but useful Ogrons. At

any given time, there are perhaps 150 persons here. Only a very few have any idea where they are, let alone any notion of The Master's plans or activities.

The base has no real need of defenses, because of its location and inaccessibility. However, The Master does have a null-time field projector set up inside the command center, providing a last line of defense in case some danger does threaten him there. The Ogron guards are of course heavily-armed. There are extensive armories in the base that contain a wide range of effective weapons from many cultures and eras.

At least two late-model TARDISes are kept at the base almost all the time, as backups to the one The Master is actually using. The Master himself is the only Time Lord who ever visits the base, and the only one who ever touches any of the TARDISes, which keeps his servants effectively barred from leaving the base. All these servants, whether Ogron, human, or other, have little actual part in The Master's activities, and rarely accompany their overlord on his missions. Their role is to maintain equipment, to defend the base, to mine ores from the lowest levels of rock under the complex, and to act as muscle when The Master needs such rudimentary assistance. The personnel at the base are neither Companions nor army, subjects, or assistants. They are tools, pure and simple, to be discarded when their usefulness comes to an end.

MERAST

World Log: MERAST

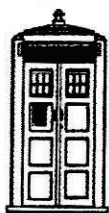
Astronomical Data	
System Name:	-
Number of Stars:	0
Position in System:	-
Number of Satellites:	0
Planetary Data	
Gravity	.7G
Size	
Diameter:	9100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	357,000,000 sq.km
Planetary Conditions	
Major Land Area Types:	World Continent
Major Water Area Types:	3 minor oceans, many lakes
Length of Day:	None
Atmospheric Density:	None
General Climate:	Arctic
Cultural Data	
Dominant Life Form:	Mixed
Full Techn./Socio.Index:	9AA89-985
Government Type:	Dictatorship
Controlling Governmental Body:	None
Chief Governing Officer:	The Master



FRIENDS AND FOES

Over his long career, The Master has acquired numerous enemies, as well as many different allies who have cooperated for a time before defeat, treachery, or a parting of the ways ended their arrangement. In many cases, it is former allies who end up as dangerous enemies. The Master has a tendency to turn almost any cooperative comrade into a hostile foe through his failures or his constant betrayals.

For this reason, most of the races and individuals described below can appear as either friends or foes of The Master, as the game-master sees fit. Special notes to the contrary appear where relevant.



TEMPORAL MARAUDERS

At various points in his career, The Master has had occasion to become involved with almost all of the various major 'temporal marauders'. For descriptions of the Daleks and Davros, their creator, the Silurians and Sea Devils, the Cybermen, Sontarans, Rutans, and Ice Warriors, see the Sourcebook for **Field Agents and Game Operations Manual** in the basic rules set. Some of these groups were involved in past schemes hatched by The Master. All of them appear in the various new confrontations described in this booklet's section on The Master's History.



The Axon

THE DAEMONS

Attributes

STR — Level VII	CHA — Level VII
END — Level VII	MNT — Level VII
DEX — Level IV	INT — Level III

Combat Statistics:

AP:	7
Armed Combat, Bolt	Level VII
Unarmed Combat, Brawling	Level VII

Significant Skills

All skills at maximum possible proficiency levels.

Notes:

The Bolt is a form of 'magical' attack. If it hits its intended target, it kills instantly. If it hits someone else, or if it hits someone standing within a pentagram symbol or wearing a Ring of Shaitan, the bolt is reflected back and attacks the Daemon at a Proficiency Level of IV. If the Daemon is hit, he is destroyed, but a failure to hit does no further damage.

Daemons are considered to have the maximum possible proficiency levels in all skills, and can grant these levels to any lesser being if they judge them worthy.

History

Long before the era of Time Lord temporal mastery, the Daemon race roamed the stars. Possessed of awesome powers, the Daemons practiced wholesale cultural manipulation, with planets as sociological laboratories. Their standard pattern was to guide intelligent life on a given planet toward civilization (usually through manipulation of religious concepts, as their own god-like powers of

the mind made them supernaturally strong in the eyes of local primitives). The Daemons then withdrew into an extended sleep while the planetary culture continued to develop around them. Eventually, inhabitants of the world would learn, either through preserved folklore or through the discovery and understanding of one of the Rings of Shaitan, to revive the Daemon on their world. The Daemon would then judge the worth of the race, and either pass on the powers and knowledge of the Daemon race or destroy the planet entirely.

The Master learned much about the Daemons through ancient Time Lord records, though all Daemon activity was definitely considered a forbidden area of investigation by the Time Lords. On two separate occasions, he sought to revive Daemons for the purpose of gaining their powers.

Physical Characteristics

The Daemons are humanoid in form, closely resembling the Devil of Earth's Judeo-Christian religions. Horned, with shaggy legs ending in goat-like hooves, a Daemon is capable of changing size (from a microscopic 'dormant' state up to a height of over 15 meters). They are frequently accompanied by an unintelligent gargoyle that can rearrange its body structure into that of a stone statue at will. Both races are possessed of powers that even some Time Lords regard as supernatural.

Manner

The Daemons are not actually an evil race, but they are utterly and completely amoral, and hence dangerous. They care nothing for other beings unless those beings measure up to their own standards of perfection.



THE NESTENE

Name: NESTENE MONSTER

Attributes:

STR — Level VII CHA — Level V
END — Level VII MNT — Level VI
DEX — Level V ITN — Level III

Combat Statistics:

AP: 9
Armed Combat, Claw Level V
Unarmed Combat, Grappling Level VII

Significant Skills

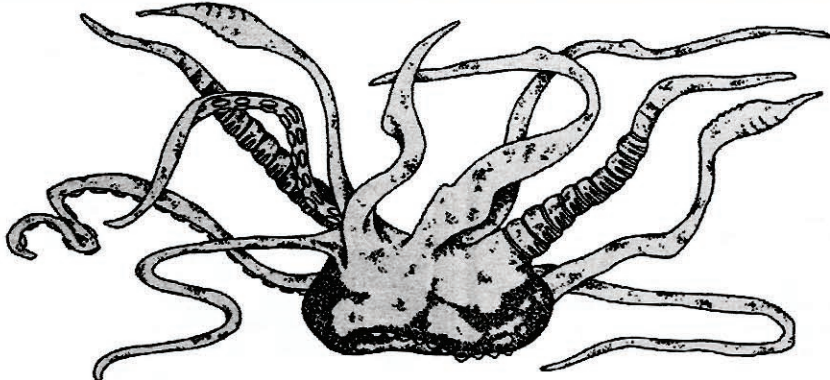
	Level
Engineering, All	V
Military Sciences	
Ordinance Construction/Repair	IV
Small Unit Tactics	VI
Physical Sciences, All	VII
Space Sciences, Navigation	V
Trivia, Plastics Control	VII

History

The Nestene are an alien race with many peculiar powers, particularly when it comes to the manipulation and control of plastic artifacts. Their origin and history is largely unknown. Only their attacks on Temporal Nexus Point *Earth* are fully documented.

The Nestene made two attempts to conquer the Earth. In the second of these, they were aided by The Master. The ultimate aim of the attack was again to allow the Nestene a chance to materialize on Earth, but The Master badly jeopardized his allies' cause by his vendetta against The Doctor. In the end, the Nestene renounced his help. Convinced that the Nestene would destroy him along with the rest of life on Earth, The Master helped The Doctor prevent the full materialization of the Nestene monster.

The Nestene are an unforgiving race, and The Master's failure and eventual betrayal mark him as a target for Nestene vengeance. However, The Master's cooperation with The Doctor was largely coerced, and there is the chance that he could persuade them that the failure of the second invasion was not his fault. If so, a renewed alliance is always possible.



Physical Characteristics

The Nestene life cycle is unique, for this race has the ability to abandon their physical bodies entirely and travel as a form of sentient radiation. However, in this mode, the Nestene cannot reproduce or increase, though they can travel freely through the depths of space. They must set up breeding vats and take on physical form on a planet in order to permit their race to expand.

The physical form of the Nestene is an unpleasant combination of spider, octopus, and crab. The body is protected by a hard shell. A single giant eye, gleaming with intelligence, dominates the front of the creature, with a pincer-like claw projecting just below it. Thick, heavy tentacles radiate outward below the shell, providing both locomotion and manipulation. These physical bodies are generally grown from plastic, but can also (with a far greater expenditure of energy) be created from pure force, without matter. Any amount of the Nestene Consciousness may inhabit such a creature, though it takes a concerted effort to animate it initially.

The Nestene can also animate many other kinds of plastic, from telephone cords and plastic flowers up to the deadly mannequins known as Autons. There are two basic types of Auton, the simple version (which is featureless and very similar to a store-window dummy), and the sophisticated Replica, which duplicates a human perfectly. The Nestene could also, of course, manufacture Autons in any other shape desired, usually preferring to mimic the dominant species of a planet being conquered. Autons are almost impossible to destroy with ordinary gunfire, and must be literally blown to bits to be stopped.

Manner

The Nestene are a malevolent race, totally dedicated to their own purposes and incapable of compassion, pity, or mercy. Because their plastic bodies cannot be killed, they are utterly without fear as well. The voices used by the Nestene (usually through their Autons) are cold and harsh, utterly inhuman, although Replicas can produce a much more varied range of responses.

Name: AUTONS

Attributes

STR — Level VI CHA — Level II
END — Level VII MNT — Level II
DEX — Level IV ITN — Level II

Combat Statistics:

AP: 7
Armed Combat, Blaster Rifle Level V
Unarmed Combat, Brawling Level VI

Significant Skills

	Level
Construction	IV
Military Sciences, Small Unit Tactics	VI
Vehicle Operations, Ground Vehicles	III

Notes:

Blaster rifles are generally built into an Auton's arm. Autons have the appearance of store-window dummies, but can be disguised as people wearing dummy-like costumes. Using a disguise kit, an Auton can be made even more human-like, but their stiff bearing and unexpressive faces give them away on close inspection.



Name: REPLICA

Attributes

STR — Level V CHA — Level IV
END — Level VII MNT — Level IV
DEX — Level V ITN — Level III

Combat Statistics:

AP: 9
Armed Combat, Projectile Pistol Level IV
Unarmed Combat, Brawling Level VI

Significant Skills

	Level
Military Science, Small Unit Tactics	VI
Security Procedures	
Concealment	IV
Disguise	V
Stealth	IV
Surveillance	VI
Vehicle Operation, Ground Vehicles	IV
Verbal Interaction, Negotiation/Diplomacy	IV

Notes:

Replicas appear to be completely human, and do not contain built-in weapons. They have greater autonomy, and hence more skills, than ordinary Autons.

AXOS

Attributes

STR — Level VI	CHA — Level III
END — Level VII	MNT — Level VII
DEX — Level III	ITN — Level III

Combat Statistics

AP:	6
Armed Combat, Whip Tentacle	Level V
Unarmed Combat	
Grappling	Level IV
Brawling	Level IV

Significant Skills

	Level
Life Sciences, All	VII
Medical Sciences,	
Psychology, Human	IV
Security Procedures, Disguise	VII
Space Sciences, Navigation	VI
Technology, Astronautics	V
Temporal Science	VI

Notes:

Axos Monsters are all part of the group entity Axos. Any of these creatures can assume a perfectly humanoid form, including the exact appearance of any particular human.

History

Axos made only one attempt to conquer the Earth. The Master, a captive aboard the living spaceship, tried to help it achieve its goal of destroying the Earth's

life forms, not only because he himself wanted it, but also because it was the only way to could achieve his own freedom. The Doctor succeeded in throwing Axos into the time loop.

Thus, Axos was effectively removed from the space-time continuum, as if it had never existed. It is believed to be no longer a threat, but appearances can be deceiving. A Time Lord of the Master's qualifications could very probably calculate a way to penetrate the Time Loop and free Axos, if he so desired. In return, Axos would likely be grateful enough to cooperate at least temporarily with new plans aimed at Earth. However, it is unlikely that The Master would attempt such a plan save in desperation (for he knows he cannot trust Axos for long), and so the situation is not likely to arise.

Physical Characteristics

Axos is a gigantic living thing that takes the form of an organic spaceship capable of faster-than-light travel. Within Axos, numerous smaller extensions of its being can be manufactured at will. These units can operate away from their main body for extended periods of time, and can adopt almost any shape. All of the components of Axos are actually a single living entity.

Axos is a star-travelling parasite, invading planetary 'hosts' to feed. It can absorb any kind of energy, from biological to solar to nuclear. To do so, it needs to infiltrate parts of itself on the host planet and then initiate its feeding cycle within 72 hours. After that, its energy reserves will be depleted.

A common tactic used by Axos is to pretend to come in friendship, offering as a gift 'Axonite', a miracle substance capable of greatly expanding a planet's food and energy reserves. When the gullible natives have spread the Axonite to strategic points all around the world, the feeding cycle is initiated.

The Axon units that are formed and dissolved at will can take many shapes. It is a vaguely humanoid creature, its body resembling a mass of tangled vines or tentacles that can lash out to ranges of over ten meters and cause energy discharges — explosions — where they touch. Axos can also cause its minions to take on a generally human appearance. In doing so, however, the Axons usually adopt a sufficiently alien appearance to lend credence to their claim to be friendly spacelarkers.

Manner

Axos is very skilled in deceit, being clever in its use of lies and half-truths to spark the greed of its intended victims. As a single entity, all that Axos does is channelled toward a single goal, but its thinking can be compartmentalized to carry out numerous tasks simultaneously. When engaged in such tasks, Axos sometimes seems to literally be talking to itself. It is cold, calculating, greedy, and shows little understanding of any emotion beyond enlightened self interest.

KRONOVORES

Attributes:

STR — Level VII	CHA — Level VI
END — Level VII	MNT — Level VI
DEX — Level IV	ITN — Level VI

Combat Statistics:

AP:	7
Unarmed Combat, Grappling	Level VII

Significant Skills

Temporal Science	Level VII
------------------	-----------

Notes:

Kronovores have vast powers. They can control the weather, destroy mortals without a touch, slow the effects of aging, and change a mortal's attributes or appearance merely by willing it. In their own plane of existence, they are even more powerful. The gamemaster is warned that Kronovores do not make easy opponents, and may unbalance a game situation. Only the Crystal of Kronos can hold a Kronovore, and that has been destroyed (although a new crystal could conceivably be created through block transfer computations).

History

These strange creatures exist in the Time Vortex, and (as their name implies) are quite literally "time eaters". They have many strange powers, but rarely venture into the space-time continuum of the known universe. Whenever they do, they are considered gods.

One Kronovore, called Kronos, was controlled for a time by the priests of Minoan Atlantis, who used a dimensionally transcendental crystal called the Crystal of Kronos to harness the powers of the Kronovore. For a time, they enjoyed extra harvests and the blessings of their tamed god, but Kronos caused as much ill as good, and eventually escaped back into the Time Vortex.

Over 3,000 years later, The Master discovered a shard of the Crystal of Kronos and incorporated it into his TOM-TIT machine, using it to lure Kronos into his fragment of the Crystal. However, without the complete crystal, The Master's control over the time monster was imperfect. He traveled back to Atlantis and seized the Crystal, unleashing the Kronovore to cover his escape — an act that brought about the fall of the Minoan Atlantis. Thanks to The Doctor, however, the Kronovore escaped.

Kronos and the entire Kronovore race are not to be considered definite enemies of The Master. They are unlikely to take action against him on their own, but further acts by him against their race will certainly lead to retaliation. The Master is not likely to deliberately provoke a Kronovore, but there is always the chance that one of his experiments could accidentally reawaken their feud.

Physical Characteristics

Kronovores are capable of assuming many forms in our dimension, but the one favored by Kronos is that of a humanoid bird of prey, white and deadly. In the Kronovore's own dimension, The Doctor perceived Kronos as the gigantic face of a young woman. This was no doubt merely a form adopted by the Kronovore to avoid overloading the limited sensory capabilities of dwellers in the 'normal' space-time continuum.

Manner

Like the Daemons, the Kronovores cannot really be considered 'good' or 'evil'. They are utterly amoral, pursuing their own ends without caring much whom they hurt, but they are also capable of mercy and compassion when it suits them. Imprisonment angers the Kronovores, who are accustomed to ranging freely through time and space. They can become ravening horrors capable of vast destruction as a result of being held (but only something like the Crystal of Kronos can do this, and so it does not happen often). Kronovores can also be capricious and cruel. When mortals seek the help of their god-like powers, Kronovores can be very literal in their interpretation of requests. When the Kronovore heard a plea for bull-like strength, he turned the supplicant into the Minotaur, a strong man with the head of a bull and a bestial intelligence.

OGRONS

Name: TYPICAL OGRON SOLDIER

Attributes:

STR — Level V	CHA — Level II
END — Level V	MNT — Level II
DEX — Level IV	ITN — Level II

Combat Statistics:

AP:	7
Armed Combat	
Disruptor Rifle	Level IV
Club	Level V
Unarmed Combat	
Brawling	Level VII
Grappling	Level IV

Significant Skills	Level
Military Sciences	
Small Unit Tactics	III
Trap Discovery	IV
Security Procedures	
Concealment	IV
Stealth	III
Vehicle Operation	
Ground Vehicles	III
Spacecraft	III
Wilderness Survival	V

Note On Ogron Natural History

It is amusing to note that the history of the Ogrons' origins has become muddled, owing to the interference of The Master, The Doctor, and the Daleks. Some Gallifreyan anthropologists theorize that a gorilla-like creature mutated into the almost humanoid Ogron. Other observers believe that only limited evolution from some base stock occurred in the Ogrons' past.



History

The Ogrons evolved on a planet near the edge of Mutter's Spiral, a bleak and harsh world dominated by huge, carnivorous lizards and savage climatic conditions. Though qualifying as the most intelligent race on the planet, the Ogrons were bright only by comparison to the lizards, whose brains resembled those of Earth's dinosaurs. Ogrons were, in fact, quite stupid, and would never have amounted to much if their world had not been found by the Daleks.

The Daleks saw the Ogrons as useful servants, immensely strong, more mobile than a Dalek, and too stupid to become ambitious enough to threaten Dalek supremacy. Ultimately, of course, the Ogrons could be exterminated after their usefulness was at an end. Meanwhile, the brutish cave-dwellers were armed with energy weapons and put to work as shock troops by the Daleks.

In the 26th century, The Master made an alliance with the Daleks, and received Ogron assistance in carrying out a scheme to start a galaxy-wide war between the Empires of Draconia and Earth. He developed a certain liking for the brutes as guards and servants. Though stupid and slow, they are obedient and determined. The Master began bringing Ogron soldiers to his base even before the end of the Draconian operation, and has continued to do so since that time.

Physical Characteristics

Ogrons are tall and massive, quite humanoid, but with features more apelike than human. Their skin is black, their faces hairless, but their bodies are covered with long, thin, brownish hair. Their foreheads are high, accentuated more by the absence of hair on top of the head (though they do wear long hair around the sides and back of the head). However, their skulls are much thicker and more massive than are those of humans or Gallifreyans, and brain capacity is much more limited. Ogrons in the service of the Daleks wear black tunics and trousers with a brown harness fastened around the waist and over one shoulder. Those employed by The Master make use of the same general uniform type, with some variations.

Manner

Ogrons are not very bright. They think, speak, move, and act slowly and deliberately, and know nothing of finesse. Though armed with disruptor weapons on the Dalek model, Ogrons are generally as apt to bludgeon an enemy as to shoot him. Their vocabulary is limited and stilted, and the same can be said for their manners and morals.

An Ogron is easy to trick, but extremely faithful to its masters. They are very good at carrying out simple orders, and make excellent shock troops. Their two greatest fears are the giant lizards of their homeworld, and the wrath of the Daleks who made them slaves. The Master's Ogrons are equally in awe of him, and utterly loyal to his cause.



KAMELION ROBOTS

Attributes:

STR — Level VI	CHA — Level V
END — Level VII	MNT — Level VI
DEX — Level V	ITN — Level I

Combat Statistics:

AP: 9

Significant Skills

Technology	Level
Computer Systems	VI
Cybernetics	VII
Electronics	VI
Verbal Interaction	
Negotiation/Diplomacy	VI

Notes:

These statistics can be used for any Kamelion-class robot. In addition, the robot can telepathically assume any Skill Levels of the character who actively controls it. If ordered to do so, the robot can also duplicate any Skill Level held by any character within ten feet, but such skills are generally given only temporary storage in the robot's comparatively limited memory.

History

During the wars between the Vardon and Kosnax peoples, a variety of sophisticated weapons and stratagems were used. One of the most advanced technological achievements was the creation of a class of robots generally known as Kamelion-type automatons, after the one member of their class to be employed in modern times. Built in the distant past (and no one is quite sure by which side in the struggle), these Kamelion robots were intended for espionage and commando operations. Possessed of artificial intelligence and a telepathic faculty, the robots could operate independently for long periods of time, but could also be thought-controlled by an operator of sufficiently strong will.

The most important aspect of this type of robot, however, is a highly-advanced hypnotic disguise circuit. Similar in principle to The Master's famous hypnosound device, this circuitry allows

the Kamelion robot to adopt the features (at least from the point of view of other people) of any humanoid being. The telepathic faculty also allows the Kamelions to reproduce mental images drawn from beings around them, or to create images imposed upon them by their telepathic controllers. All details — appearance, voice, mannerisms, even the major elements of personality — could be fully reproduced in this manner, making the robots ideal as spies or as combat troops sent to disrupt an enemy's front lines.

The only Kamelion robots to survive to modern times did so on the planet Xerophas, that major battleground of the Vardon-Kosnax war. During the last days of the war, both sides built up large stocks of equipment and munitions in special supply caches shielded by stasis domes, time-retardant fields that protected the contents from all interaction with the world outside. A few of these stasis domes survived long after the war was over. At least one was found when The Master arrived on Xerophas, carried by the power of the Xeraphin Consciousness.

The Master located this dome in his search for a method of repairing his severely-damaged TARDIS. As it happened, the stasis field was powered by a crystalline core that could duplicate (on a limited basis) many of the functions of the damaged dynamorphic systems. The end result was more SIDRAT than a TARDIS, but it served to get The Master back to his base intact. In the process of cannibalizing the stasis dome projection equipment and the other usable equipment in the dome, The Master discovered a number of Kamelion-type robots and took them aboard.

The Master saw in the shape-changing abilities of these robots an ideal tool for historical manipulation, and he soon set out with one of them (the robot actually named Kamelion) to experiment with the new possibilities of his find. He soon discovered the one key weakness to the Kamelion class, the fact that they are capable of making their own moral and ethical judgements when out of direct telepathic control. This limits their usefulness, though The Master has found ways to maintain tighter control.

Though Kamelion was later destroyed, The Master has other robots of

this type in reserve, making it quite possible that Kamelion automatons may be encountered in connection with other schemes hatched by the renegade. The fact that all possess the same basic programming as the original Kamelion may lead to others rebelling from his service, possibly to join the ranks of The Master's enemies.

Physical Characteristics

In their normal form, Kamelion-type robots are silvery, humanoid figures with lean limbs and an elongated, rounded head. Their movements are stiff and mechanical, but their voices are rich and melodic.

A hypnotic generator built into the robot allows it to appear in any humanoid guise. There is no possible resistance to this disguise, unless the observer exerts his or her own mind to override the robot's telepathic control circuits, forcing it to adopt another appearance. Changes from one form to another are accompanied by a shimmering effect over the whole of the robot's body.

Manner

These robots are designed to be servile and obsequious, but they are still quite intelligent and do have some independence of judgment and action. They are, however, weak-willed, and can be totally dominated by the individual with the strongest will within a radius of ten feet. Beyond that, some form of psionic amplification is needed to maintain control against the robot's own wishes. The robot will continue to obey telepathically-programmed orders while outside that radius if those orders do not conflict with its own basic desires or ethics.

When it adopts a disguise, the robot can adopt all the character traits of the subject being impersonated. Kamelions can also take their disguises from the subconscious memories of people around them, appearing as a loved one or friend of a person they have contacted telepathically. Again, a radius of ten feet is the maximum for such a reading.

Special Knowledge/Powers

The Kamelion robot is controlled by one established source of authority (the person who activates it or has successfully mastered it) until and unless such authority is challenged by another. At this time, the challenging character and the previously established authority match their CHA scores on the Interaction Matrix (with modifiers applied as the gamemaster sees fit, say, for the robot's own preferences in the matter). Normal rolls against the target number are then made. Any time the exact target number is rolled, neither side gains control of the robot, which can then do nothing whatsoever until a clear-cut winner emerges. Characters cannot take any other action while vying for control of a Kamelion robot, and any distraction causes the character to lose automatically.

For all intents and purposes, Kamelion robots are characters (though they are not recommended as player characters). Attributes are constant, but skills can shift according to the person being impersonated. The skills listed for the sample character are constant, and in addition to the variable skills.



VIRNDOFFA

Name: TYPICAL VIRNDOFFA CLANSMAN

Attributes:

STR — Level II	CHA — Level III
END — Level III	MNT — Level III
DEX — Level III	ITN — Level IV

Combat Statistics:

AP:	6
Armed Combat	
Polearms	Level IV
Crossbow	Level IV
Unarmed Combat, Brawling	Level V

Significant Skills	Level
Leadership	III
Military Sciences	
Small Unit Tactics	V
Trap Discovery	IV
Security Procedures	
Concealment	V
Stealth	III
Surveillance	IV
Wilderness Survival	VI

History

These inhabitants of the ice-locked planet Rostenes were, like human beings, guided into the path of civilization ages ago by the Daemons. Their world, always

cold by terrestrial standards, slid into an ice age after the Daemon Anztor withdrew to await the flowering of the Virndoffa culture. As a result, the blossoming civilization suffered a severe setback. The race adapted to the new conditions, but only at the cost of most of the technology they had painfully assembled.

For several thousand years, the pattern of life on Rostenes remained much the same. A semi-nomadic culture depending on hunting for survival, the Virndoffa roamed the ice-shrouded surface in the equatorial climes. Division into extended clans and sects tended to promote a degree of distrust toward outsiders. Religious traditions from the pre-glaciation times and of the Daemon era, were kept alive, one of the few common links among all clans. In theory, the chief of the V'nirfa clan, who owned the so-called Ring of Power (a Ring of Shaitan left by the Daemons), had precedence over other clan leaders. This meant little as the ice age continued and traditions of past unity became dim.

Rostenes attracted unwanted attention from the Ice Warriors and from The Master at about the same time. The natives were forced to unite against the Ice Warrior threat, and The Master's quest for control of the Daemon Anztor ended in failure, so the Virndoffa were able to survive. Looked upon as nuisances by The Master, the natives of Rostenes never had the power or the inclination to be either a serious threat or a viable ally of the renegade.

Physical Characteristics

See the chapter on The Master's Targets for a description both of the world Rostenes and the Virndoffa themselves.

Manner

Distrustful of outsiders, the Virndoffa are secretive and unfriendly. They are also, for the most part, fanatically devoted to their religion, whose prime tenet involves belief that a two-legged being will lead them to paradise through the Ring of Power. Strangers able to play upon their religious beliefs can win the cooperation and friendship of the clans through luck and careful manipulation of loyalties.



KAMRETH

Name: TYPICAL KAMRETH GUERRILLA

Attributes:

STR — Level II	CHA — Level V
END — Level III	MNT — Level IV
DEX — Level IV	ITN — Level IV

Combat Statistics:

AP:	7
Armed Combat	
Knives	Level IV
Firearms	Level III
Unarmed Combat, Martial Arts	Level V

Significant Skills	Level
Leadership	IV
Military Sciences	
Ordinance Construction/Repair	III
Small Unit Tactics	V
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Security Procedures	
Concealment	V
Stealth	V
Surveillance	V
Verbal Interaction	
Haggling	III
Negotiation/Diplomacy	IV

History

The avian Kamreth evolved a fairly high culture at about the time the Pyramids were being raised on Earth, reaching the point of interplanetary travel and fairly sophisticated computers before disaster struck them. This disaster was the discovery and subjugation of their planet, Radirr, by the Rutans, who needed the world as an advanced base against the Sontarans.

Over the centuries, Radirr changed hands many times, and the Kamreth were all but exterminated. Small bands of Kamreth were able to get by as guerrillas in the hills and forests, some collaborating with one side or the other, and some striking against any alien — or each other — quite indiscriminately. The fact that bands tended to change allegiance as circumstances warranted, and that the Rutans and the Sontarans in turn exploited their allies among the natives as seemed useful, kept the race thoroughly disorganized most of the time.

The Sontarans eventually wrested control of Kamreth, only to be driven out several centuries later by the Draconians. Later still, Kamreth joined the Federation.

Physical Characteristics

The Kamreth are an avian race, with six limbs (arms, wings, and feet). They are only vaguely humanoid, their upright posture distorted by the massive torsos needed to anchor their wings. Their faces end in muzzles, not beaks, and they have sharp carnivore teeth. Despite their size, they are very light in weight and not particularly strong, because their bone structure is much lighter and more brittle than a human's.

Manner

Like the Virndoffa, the Kamreth are highly xenophobic, though they will often cooperate with strangers who demonstrate sufficient power or a dislike for the enemies of the war band. They are also ruthless, opportunistic, and merciless to their enemies, but some groups also maintain an underlying spark of honor and courage that makes them noble as friend and foe alike.



THE GREAT ONE

Attributes:

STR — None CHA — Level VII
END — None MNT — Level VII
DEX — None ITN — Level VII

Combat Statistics:

AP: 0

Significant Skills

	Level
Earth Sciences, All	VII
Leadership	IV
Life Sciences, All	VII
Medical Sciences, All	VII
Physical Sciences, All	VII
Social Sciences, All	VII
Space Sciences, All	VII
Verbal Interaction, All	V

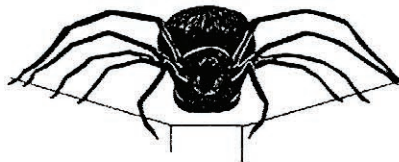
Notes:

These statistics refer to the Great One as a disembodied mind. Though possessed of almost infinite knowledge, the Great One lacks the physical ability to put any of that knowledge to use. She does, however, have the special ability of hypnosis with a range of 4.5 meters (3 squares) from any piece of blue crystal from her crystal web, and a total score of 40 for purposes of computing the strength of her power.

History

The Great One was originally the most powerful of the Spiders of Metebelis 3, an immense and powerful being who dominated both the lesser spiders and the human colonists of the planet. Her power derived from the energies emitted by the blue crystals in her lair deep in the mountains. The Great One conceived as her purpose the construction of a great web of blue crystals that, when complete, would magnify the powers of her mind to the point of total omnipotence.

Her quest for the crystals brought her into contact with The Doctor, who removed from the planet a shard of crystal that later proved essential for the completion of the Great One's web. Ultimately, The Doctor defeated her by surrendering the crystal, which did indeed amplify the Great One's mental powers to the point where her physical body and her mind could no longer stand the strain. The Great One and the other spiders of Metebelis 3 all died. The Doctor's third incarnation was likewise overstrained by the power of the crystal web, forcing his regeneration.



Though the Great One perished, her crippled mind lived on in disembodied agony, closely tied to the mass of crystals that had been her web (before her death agonies brought down her mountain cave). The Great One was helpless and alone, able to think and perceive, but not to act in any way...until The Master appeared. Searching for the crystals as a way of amplifying his own mental capacities, The Master's mind was ensnared by The Great One, and it took all of The Doctor's cunning and skill to free him from her influence. Even after the escape of the two Time Lords and their human Companions, the Great One's mind lived on. It permeates the blue crystals of Metebelis 3 in a way that prevents their use unless the user's mind is possessed by the malignant evil of the Great One.

Physical Characteristics

As a disembodied mind, the Great One has no physical form, only a consciousness that is bound to the blue crystals of her half-collapsed cave.

Manner

The Great One is cold, arrogant, and extremely greedy for power. She is also now in constant torment. Her actions are completely unpredictable and totally directed toward increasing her power.

XERAPHIN

Attributes:

STR — Level IV CHA — Level VI
END — Level III MNT — Level V
DEX — Level V ITN — Level VII

Combat Statistics:

AP: 9

Significant Skills

	Level
Science, Any 3 Specialties	VI
Verbal Interaction,	
Negotiation/Diplomacy	V

Notes:

Individual Xeraphin should receive two Special Powers rolls. Collectively, the Xeraphin Consciousness has virtually unlimited power, though internal divisions may limit its application.

History

Over 140 million years ago, the Xeraphin civilization flourished on the planet Xerophas in Mutter's Spiral. A peaceful, contemplative culture, the Xeraphin looked inward to the powers of the mind rather than outward to technology and sophisticated mechanization. Though they understood the principles of space travel, they were content with their own world.

Unfortunately, the same could not be said for their neighbors. The Vardons and the Kosnax each had advanced technology and sizable interstellar empires, with peaceful Xerophas lying between

them. The strategic planet became a battleground, until finally nuclear missiles devastated the world.

The Xeraphin fled by forming a collective mind, only to crash-land on prehistoric Earth. The Master discovered them there, and briefly harnessed the power of the Xeraphin Consciousness to control his TARDIS. But some of the components of the group mind rebelled. Having moved forward in time to a point where Xerophas was no longer devastated, they carried both The Master and his TARDIS off to their home planet, resumed their carnate forms, and rebuilt their civilization.

The Xeraphin remained divided in their feelings about The Master. The faction led by Anithon hates him, and would gladly see him destroyed. A second group, who follow Zarak, see in The Master a new future in which the Xeraphin can attain great power. The two groups are roughly equal in strength, and so neither can win a clear-cut victory. Thus, The Master escaped from Xerophas, but was unable to subdue the Xeraphin.

Some members of the Xeraphin race may wish to join The Master, while others may act against him. The majority are too

busy rebuilding their civilization to become involved either way. The Master has not given up hope of controlling this ancient race, but it will take more than a few followers to create the kind of power he needs to make his TARDIS the most versatile instrument of time and space travel ever invented.

Physical Characteristics

Incarnate, the Xeraphin are slim humanoids with delicate features and slightly elongated heads. They have various psychic powers, but are probably not as capable individually as, say, the Daemons. However, they do have the power to dissolve their physical bodies and concentrate into a single organism resembling a gigantic human brain. While in this form, the massed minds of the Xeraphin are capable of vast powers of perceptual induction, and can cause protein agglomerations called Plasmations to assemble from random particles in the atmosphere. Harnessed to the core of a TARDIS, their powers (and those of its operator) would be even more awesome.

Manner

The Xeraphin are quite like humans, each a unique personality. They tend toward contemplation rather than action, and formerly were complete pacifists. After the evil that befell their planet, and at the temptation of The Master, a few have become much more aggressive and hostile.





ALLIES OF THE MASTER

GALLIFREYANS

Since the time of the Prydonian Academy revolution, many Time Lords have at one time or another served The Master's cause. They remain on Gallifrey, hidden agents of the renegade's ambitions. Through them, The Master has frequently been able to slip into and out of the capital as he pleases, and has managed on several occasions to tap into secret files and high-security computer banks.

The Master has no real organization of Gallifreyan agents, merely sympathizers or dupes who can serve his purposes as the need arises. Some are not even aware that they serve The Master, while others remain dedicated to the cause he preached before the rebellion.

The Master's highest-ranking agent among the Time Lords was Goth, the Chancellor. Goth was originally opposed to The Master's desire for historical intervention and universal manipulation, but became embittered when the Lord President passed him over for the succession.

Crippled and dying at the end of his twelfth incarnation, The Master learned of Goth's disaffection through a lesser agent, and

contacted him. The renegade promised the Chancellor aid in gaining the presidency. The Master considered Goth merely a pawn in his plans to acquire the Sash of Rassilon, gain access to the Eye of Harmony, and to tap the vast power needed to start a new cycle of regenerations. His plan would have destroyed all of Gallifrey, which Goth would have fought had he realized the enormity of The Master's scheming.

As it was, Goth provided The Master with free access to the APC Net, the Matrix, and other Time Lord files. Then The Master cut the exhausted Chancellor's links to the APC net before Goth could fully withdraw his mind. Thus weakened, Goth died as a result of mental battle with The Doctor.

Other Gallifreyan servants of The Master have been treated somewhat better, especially those dedicated to his cause, but The Master considers any of them to be expendable. There are agents of The Master in almost every Gallifreyan institution, including the Parliament, the Citadel Guard, and the CIA itself.

Physical Characteristics

See the **Sourcebook For Field Agents** for physiological details on the Gallifreyans.

Manner

The Master's agents generally remain well-hidden behind a facade of Gallifreyan respectability. Their work for the renegade is done covertly,

while publicly they maintain unimpeachable reputations.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

THE RANI

Race: Gallifreyan
Sex: Female
Profession: Time Lady

Attributes

STR — Level III CHA — Level VI
END — Level IV MNT — Level VI
DEX — Level V ITN — Level III

Combat Statistics

AP: 9

Significant Skills

	Level
Administration	III
Engineering, Chemical	VI
Leadership	IV
Life Sciences	
Botany	IV
Exobiology	V
Medical Sciences	
General Medicine, Gallifreyan	V
General Medicine, Human	IV
Pharmacology	VII
Military Sciences,	
Ordinance Construction/Repair	IV
Physical Sciences, Chemistry	VII
Security Procedures	
Concealment	IV
Disguise	IV
Stealth	IV
Surveillance	V
Social Sciences	
History, Earth	V
Technology	
Electronics	IV
TARDIS Systems	V
Temporal Science	IV
Vehicle Operation	
Temporal Vehicle	V
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	V

Appearance:

Height: Average
Build: Average
Looks: Striking
Apparent Age: Young adult
Actual Age: 750+
Recognition Handle: Dark hair, haughty demeanor, sharp tongue.

History:

A renegade Time Lady, the Rani was a classmate of both The Doctor and The Master, gaining considerable fame in her work in biological and chemical research on Gallifrey. She was generally considered to be one of the finest scientists in recent Time Lord history, but her genius was matched by an utterly amoral streak that the Time Lords found appalling and callous.

Long before The Master's Prydonian Academy revolution, the Rani began covert experiments on live, intelligent subjects, attempting to artificially increase their awareness and sensory functions. Condemning this vivisection as both unnecessarily cruel and as intervention in the affairs of other species, the Time Lords exiled the Rani from Gallifrey. The Lord President confirmed the decision after a mouse transformed into a vicious monster ate his cat and took a bite out of his leg. But on the way into exile, she managed to hijack the TARDIS, and escaped into time and space.

Eventually, she wound up on Miasymia Goria, a world whose humanoid inhabitants suited her experiments quite well. The Rani seized power on the planet, transforming it into a gigantic 'living laboratory' where her experimentation could proceed without outside interference.

Soon, however, problems cropped up. In heightening the awareness of her aliens, the Rani upset their normal sleep cycles, which caused hyperactive brain functions and increased aggression. In attempting to solve this problem, she discovered that the only corrective chemical compound that could be processed and handled without undue difficulty was contained, in very minute quantities, within the brains of human beings from the planet Earth. The Rani therefore began journeys to Earth to obtain her chemical serum. Unfortunately, in extracting this chemical from the brains of humans, she created in them the same accidental side effects she sought to correct in her aliens — extreme aggressiveness, inability to rest, and a vast capacity for violence.

The Rani needed to hide her activities from the eyes of Gallifrey, so she began making her visits to Earth under cover of the great periods of turmoil in the planet's history. She has admitted to being responsible for the start of, or at least the intensification of, the Trojan War, the turbulence of the Dark Ages, and the American War of Independence, among others. So successful was her camouflage that the Time Lords never suspected her culpability. On at least one occasion, however, The Doctor witnessed her handiwork (the Trojan War) without realizing that his former schoolmate was involved.

The Master and the Rani first teamed up while both were in early Industrial Era England on Earth. Initially, the Rani was forced to cooperate with The Master because he stole a vial of her much-needed chemical. Later, the Rani's participation became a matter of willing alliance when she realized that The Doctor would probably try to keep her from finishing her experiments on Earth. However, relations between the allies were never good, and after several fiascoes and constant bickering, the Rani abandoned The Master and went her own way once more. She continued her activities clandestinely, despite CIA interference in her operations.

Distinguishing Physical Characteristics:

In her current incarnation (no one is sure how many regenerations the Rani has used, as much of her life has been spent as an exile under cover), the Rani appears as a strikingly attractive woman with shoulder-length brown hair, grey eyes, and fine-chiseled features. Her expression is

habitually aloof and commanding, and she displays an athletic, catlike grace.

The Rani's customary garb is a multi-hued, metallic-mesh tunic, belted tight at the waist, and black, form-fitting pants. However, like The Master, she is very partial to the use of disguise, particularly when working on Earth. Her favorite is that of a stooped, grey-haired old woman, swathed in heavy clothes and a hooded cloak.

Personality:

Motivations/Desires/Goals

The Rani is a scientist, and attempts to maintain a scientist's detachment from those around her. She is totally wrapped up in her own work, ignoring with studious intensity anything that does not affect it. She cares nothing for power, save where power can give her the ability to extend her own knowledge, and openly scorns The Master's goal of universal dominion.

Her main goal is to produce a superior race of alien beings, toward which she strives with all her many talents and abilities. Only when something threatens her goals will the Rani take direct action, invariably swift and efficient. She has no time for The Doctor's humanitarian concerns, viewing all non-Gallifreyans as lower species who exist only to fill the needs of superior beings like herself. But she is not particularly sympathetic toward The Master, either. She views the ongoing feud between the two Time Lords as something that makes no difference to her except when it directly inconveniences her work. She would cheerfully kill The Doctor, The Master, or anyone else who threatens her success.

The fact that The Doctor now knows of her experiments among the humans makes him a greater danger to her than The Master could ever be. Though not inclined toward revenge for its own sake, the Rani is quite likely to find it necessary to put The Doctor out of her way. The same would hold for any other Time Lord who threatened her security. For this reason, an uneasy alliance with The Master is very possible.

Manner

The Rani is a cold and calculating female whose every word and action has a purpose. She is haughty and aloof, openly contemptuous of lesser breeds, and equally disdainful of those who display excessive stupidity or sentimentality. Her tone can be very sarcastic, especially toward those who, like The Master or The Doctor, tend to be pompous or domineering themselves. She regards The Doctor as a meddling, sentimental busybody. As for The Master, she claims that he "would get dizzy walking a straight line", with his overly complex plots and schemes.

Special Knowledge/Powers

The Rani is a master of chemistry and chemical engineering, and has a wide arsenal of biologically-oriented weapons. Though not an expert hypnotist, she has developed a parasitic worm impregnated with a derivative of her tranquilizer drug that permits her to totally control any living being in a way The Master's hypnotism could never allow. She also shares The Master's ability to control her regeneration process.



THE WAR CHIEF

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes:

STR — Level IV CHA — Level V
END — Level VI MNT — Level V
DEX — Level V ITN — Level IV

Combat Statistics:

AP: 9
Armed Combat, Stunner Level IV
Unarmed Combat, Brawling Level II

Significant Skills

	Level
Administration	V
Engineering, Electrical	IV
Leadership	III
Medical Sciences,	V
Psychology, Human	
Military Sciences, Small Unit Tactics	IV
Security Procedures	
Stealth	IV
Surveillance	III
Social Sciences, Earth History	VI
Technology, TARDIS Systems	V
Temporal Science	VI
Vehicle Operation, Temporal Vehicle	VI
Verbal Interaction,	
Negotiation/Diplomacy	VI

Appearance:

Height: Tall
Build: Average
Looks: Average
Apparent Age: Mature adult
Actual Age: 750+
Regenerations Used: At least 1
Recognition Handle: Dark hair,
black uniform with red and silver trim.

History:

Known only as the War Chief, this renegade Time Lord was associated with The Master at the time of the Prydonian Academy revolution, and fled in the wake of its suppression. He eventually wound up on the planet of the War Lords, a highly militaristic race with ambitions of galactic conquest. Using his Gallifreyan knowledge and talents, he rose to become right-hand man to the leader War Lord, and adopted the title War Chief.

The War Chief was killed in the confusion preceding the fall of the War Lords, executed when his schemes for doing away with the other War Lords were discovered. His fatal mistake was actually caused by The Master, who ordered him to lure The Doctor into the conspiracy with the intention of trapping him...a trap that failed. The War Lord stood trial on Gallifrey, and he and his henchmen were condemned to a time loop, never to trouble the universe again.

Though the War Chief was believed killed, he is a time Lord, and not at the end of his cycle of regenerations. In the confusion that surrounded this turbulent situation, the War Chief made good his escape in a SIDRAT, reaching his own TARDIS and taking refuge in a safe haven while he regenerated.

The War Chief and The Master later came into contact again, and cooperated for a short time before they were again defeated. True to form, the War Chief attempted to betray The Master to their enemies, and ended up fleeing with both sides against him. He subsequently avoided attention until after The Master's fall.

Distinguishing Physical Characteristics:

The War Chief is a tall man of average build, with dark hair and an air of fanatic determination about him. As War Chief of the War Lords, he wore a black uniform with red and silver trim, standard attire for high-ranking members of the War Lord hierarchy. As he can control his regenerations, the War Chief's appearance after the War Games incident remained much the same.

Personality:

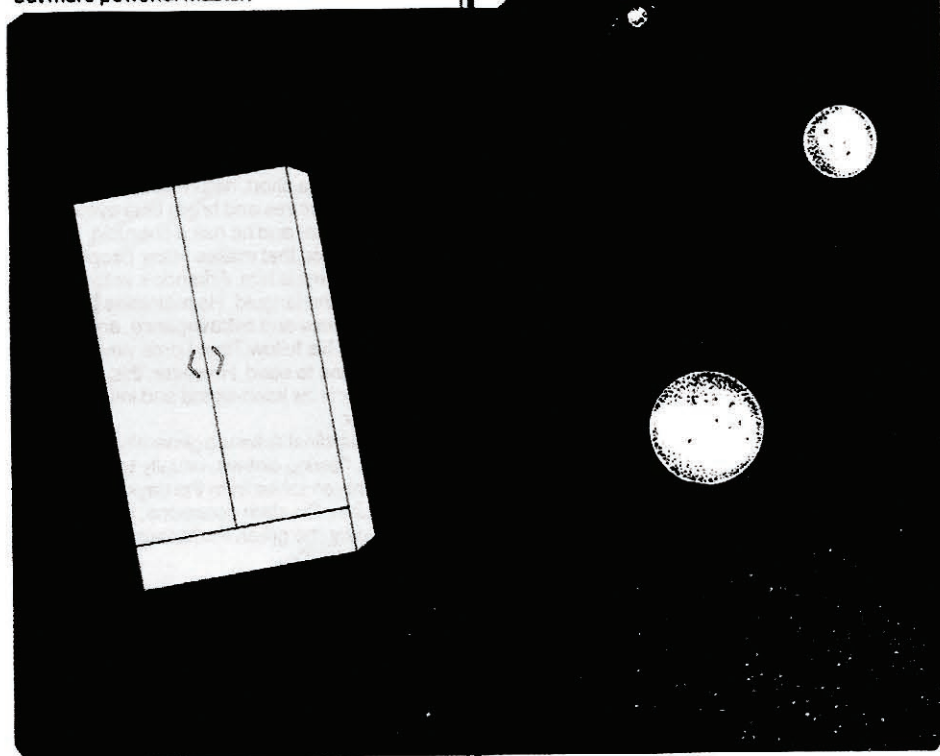
Motivations/Goals/Desires

The War Chief, like The Master, is supremely ambitious. Corrupted years ago by The Master's promises of god-like power for all Time Lords, he seeks to have a share in the control of all of time and space. To this end, he will use anyone and everyone. Indeed, though a disciple of The Master before the revolution, the War Chief probably intended yet another double-cross to keep The Master from sharing in his dreams of power. The fact that the War Chief sought an alliance with The Doctor, suggests his duplicity against the remote but more powerful Master.

The devious War Chief is a consummate politician, who can hide the most deep-seated hatreds, if it serves his purpose. Since the fall of the War Lords, he has almost certainly been seeking a chance for vengeance against both The Doctor and The Master, though he has not yet had a chance to lock horns with either on advantageous terms. It would be quite like him to wait until the two old enemies were caught up in one of their confrontations, and then strike in a way that would eliminate both. He would also willingly align with one to destroy the other if it seemed the best possible course of action.

Manner

The War Chief is a smooth and persuasive speaker, capable of completely suppressing his own point of view in order to win over others to his cause. He is a master of skilled lies and devious propaganda. In many ways, he is far more dangerous than The Master, being much less predictable. Changeable and sneaky, his patience and his ability to conceal his true intent make him an untrustworthy ally and a dangerous foe.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

CARDINAL ARKENDO

Race: Gallifreyan
Sex: Male
Profession: Time Lord Cardinal

Attributes:

STR — Level IV CHA — Level V
 END — Level V MNT — Level V
 DEX — Level IV ITN — Level V

Combat Statistics:

AP: 7
 Armed Combat, Staser Pistol Level IV
 Unarmed Combat, Brawling Level IV

Significant Skills	Level
Administration	VI
Artistic Expression, Light Sculpture	IV
Carousing	VI
Gambling	IV
Leadership	V
Medical Sciences,	
Psychology, Gallifreyan	VI
Physical Sciences,	
Computer Science	V
Public Performance	IV
Social Sciences	
Economics, Gallifreyan	VI
Law, Gallifreyan	VI
History, Gallifreyan	V
Streetwise	VI

Appearance:

Height: Short
Build: Stout
Looks: Attractive
Apparent Age: Mature Adult
Actual Age: 500+
Regenerations Used: 2
Recognition Handle: White hair, cherubic appearance, and wears loose, flowing robes

History:

With the demise of Chancellor Goth, Cardinal Arkendolirunahain of the Arcalian Academy became the highest-ranking Time Lord in the service of The Master. One of the youngest Time Lords ever to sit in the Parliament, Cardinal Arkendo was one of the first members of the Time Lord government to speak out in favor of The Master's early pleas for intervention as a responsibility, rather than a right, of Time Lord power. When the other Time Lords failed to respond favorably, Arkendo secretly backed and financed The Master's Prydonian Academy rebellion, planning to use it as an excuse to make his own bid to seize power on Gallifrey.

When the Cardinal discovered that The Doctor had betrayed The Master's intention to the Inner Council, he ordered that some of The Master's followers kill most of The Doctor's family. Arkendo then took charge of the government to put down the rebellion, going over the head of the Castellan. Through the entire crisis, his connection with the rebellion was never detected, and he gained considerable power and stature from the entire affair.

Naturally, Arkendo's actions alienated The Master, who found out too late that he was being used. Several years later, The Master was in a position to retaliate. He had thorough records of the years leading

up to the revolution, documented proof of Arkendo's role. While on a raid of the computer files on the Doomsday Weapon during one of his periodic visits to Gallifrey, The Master contacted Arkendo. He informed the treacherous Cardinal that complete documents now resided in a special file of the APC Net, a file that The Master could unlock remotely at any time.

Now wealthy, powerful, and living on a reputation as the loyal Arcalian who saved Gallifrey from the Prydonian coup, Arkendo could not afford to have this evidence released. He gave in to The Master's blackmail, keeping him informed on court politics and government decisions. Although The Master never really trusted him, Arkendo became a very useful tool. It was Arkendo who informed The Master of Goth's disappointment and frustration, leading to the assassination of the Lord President in 101,198 TL. Arkendo's behind-the-scenes influence was also largely responsible for the Gallifreyan decision to have The Doctor killed during the second Omega crisis. He perceived it as a chance to so impress The Master that the renegade would release his hold on the Cardinal once and for all. The Doctor, of course, avoided the trap, and blame was neatly shifted to others within the Time Lord hierarchy.

The Cardinal's influence (at the bidding of The Master) was responsible for the conflict between the Time Lords and the Shobogons in 101,215. Consummate politician that he is, Arkendo neatly shifted the blame to others when the plot was defeated. Arkendo also participated, very unwillingly, in the second rebellion by The Master's followers, in which he was stasered by Acting-President Flavia herself.

Distinguishing Physical Characteristics:

Now in his third incarnation, the young Cardinal is a short, heavy-set man, with chubby features and bright blue eyes. His hair is white, and he has a cherubic appearance that makes many people underestimate him. Arkendo's voice is mellow and languid. He maintains a facade of indolence and extravagance, and so many of his fellow Time Lords view him as a hero gone to seed. However, this political survivor is as keen-witted and intelligent as ever.

Cardinal Arkendo generally dresses in loose, flowing clothes, usually traditional Gallifreyan robes from the days of Rassilon. On state occasions, of course, he wears the green Parliamentary garb of a cardinal.

Personality:

Motivations/Goals/Desires

Arkendo's main goal is to continue to enjoy the power base and privileges he has built up over the years. To achieve this, he must for the moment cooperate with The Master, for he cannot afford to have his part in the revolution revealed. (The Master has certainly not forgiven the treacherous Cardinal, but is willing to postpone vengeance in favor of the Cardinal's potential usefulness.) He thus tends to concentrate on building and maintaining a solid power base.

Manner

The Cardinal seems perpetually cheerful and jolly, addicted to the good things in life and apt to sneer at reminders of his more activist regenerations. Though young by Time Lord standards (no more than 600 years), Cardinal Arkendo now simply reeks of staid conservatism and isolationism.

The Cardinal has many friends, and there are many more in Time Lord government who owe him favors. He is considered the dominant figure in Arcalian politics and the leader of the Lord President's loyal opposition, a voice of logic and straight dealing in a sea of Prydonian deviousness. In fact, Arkendo puts the Prydonians to shame when it comes to double-dealing.

For the sake of appearances, as well as true personal feeling, Arkendo has made several public denunciations of The Master. He also had the bad taste to vote for the dematerialization of The Doctor during his trial, following the War Lord episode.

THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME



COMMANDER RONSORD

Race: Gallifreyan
Sex: Male
Profession: Citadel Guard
Officer

Attributes

STR — Level VI CHA — Level III
END — Level VII MNT — Level IV
DEX — Level VII ITN — Level II

Combat Statistics

AP: 13
Armed Combat, Staser Pistol Level VI
Unarmed Combat, Brawling Level VII

Significant Skills

	Level
Administration	V
Carousing	VI
Gambling	VI
Gaming, Military Simulations	VI
Leadership	VI
Military Sciences	
Ordinance Construction/Repair	VI
Small Unit Tactics	VII
Security Procedures, Stealth	VII
Surveillance	VII

Appearance:

Height: Tall
Build: Average
Looks: Average
Apparent Age: Young adult
Actual Age: 120+
Regenerations Used: 2
Recognition Handle: Brooding,
wears Guard's uniform.

History:

Commander Ronsord is not himself a Time Lord, but his position as one of the five top officers of Gallifreyan Security makes him quite important to The Master. The son of one of the Prydonian students who rose against the Inner Council in the revolution, Ronsord was lucky enough to escape the reprisals, but lost all hope of being selected to become a Time Lord. Moreover, his father's part in the revolution was not forgotten later when promotions were passed out within the Guard. Ronsord has watched a number of men rise through the officer's ranks to become higher-ranking commanders, even Castellans, while he continues to languish in the same job.

Still, Ronsord does have a position of importance, and is obviously well-trusted. He stands a regular watch supervising Capital security, which includes responsibility for keeping an eye on the transduction barrier and on the arrival and departure of various TARDISEs. It is with his connivance that The Master comes and goes from Gallifrey almost as he pleases, and it is Ronsord who has arranged the disappearance of several new-model TARDIS capsules that have wound up in The Master's service.

Ronsord was recruited early, soon after the rebellion failed, while he was still a junior officer. As the years have passed, his responsibilities have increased (both for Gallifrey and for The Master). He aspires to become Castellan, a rank he would have reached had Goth become President.

Ronsord was heavily involved in the conflict with the Shobogons on Gallifrey, and was ultimately killed by Leela in the fighting.

Distinguishing Physical Characteristics:

Ronsord is a rangy Gallifreyan of average height, blond and blue-eyed, with a square jaw and a face The Doctor once described as a "living recruitment poster". His carriage is erect and military, his uniform always impeccably turned out. The only non-uniform touch he permits himself is a fancy staser pistol with a jewelled grip.

Personality:

Motivations/Desires/Goals

Commander Ronsord strongly dislikes the Time Lords, though he hides it well. He finds their elitist attitudes disgusting and their 'persecution' of himself and his family unforgivable. He came very close to fleeing the Capital and becoming a Shobogan in the wilderness after his father died. He decided to join the Citadel Guards instead, hoping someday to kill a young officer named Maxil who was responsible for his father's death. Maxil is now a senior commander, but Ronsord awaits the day when The Master returns to take vengeance on all the people responsible for the rebellion's defeat.

Aside from revenge, Ronsord also wants position. He hopes to become Castellan, responsible for all Time Lord security, so that he can then use that position for his private ends. If Ronsord had his way, Gallifrey would become a military dictatorship under his total domination.

The commander believes that The Master will someday return from exile and lead the new revolution. He accepts none of the stories of The Master's evil purposes. To him, The Master is the hero who was cast out by jealous Time Lord foes, not a criminal at all. The Master has been careful to foster this feeling, as Commander Ronsord is certainly one of the most useful agents he could possibly have on Gallifrey.

Manner

Ronsord has always been withdrawn, the sort of individual without friends or confidantes. He is rigid in adhering to his duty, and brooks no familiarity or flippancy from his subordinates or charges. Completely humorless, he is both unimaginative and overbearing. However, his efficiency has won high marks from his superiors (though The Doctor, in his short term as Lord President, found Ronsord "a dull chap with his mind in his boots").

Because he has erected such a wall of stiffness and military formality around himself, Ronsord has never been in danger of suspicion for his motives or actions.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

JONURA

Race: Gallifreyan
Sex: Male
Profession: Time Lord
Position: CIA Operative

Attributes:

STR — Level IV CHA — Level VI
 END — Level IV MNT — Level IV
 DEX — Level V ITN — Level IV

Combat Statistics:

AP: 9
 Armed Combat, Sword Level V
 Unarmed Combat, Brawling Level VI

Significant Skills	Level
Security Procedures, Lockpicking	VI
Social Sciences	
Political Science, Earth	VI
History, Earth	VII
Technology	
Computer Systems	VII
TARDIS Systems	VI
Temporal Science	VI
Vehicle Operation, Temporal Vehicle	VI
Verbal Interaction, Hagglng	VII
Wilderness Survival	VII

Appearance:

Height: Tall
Build: Thin
Looks: Attractive
Apparent Age: Young adult
Actual Age: 120+
Regenerations Used: 0
Recognition Handle: Red hair, mix of Earth coloring

History:

A Time Lord operating with the CIA, Jonuratanandrusa (or "Joe", as most of his human Companions have called him) is another of The Master's agents. Jonura is a Prydonian who was actually in sympathy with the rebel goals at the time of the revolution. As he was not on Gallifrey at the time of the uprising, Jonura escaped the turmoil and recriminations that followed. He was dismayed at the events that blackened the Academy's honor, but honestly believed that some mistake had been made. The Master was an honored teacher, not a criminal and a rebel, and Jonura refused to be shaken from that belief in the years that followed.

When the CIA was formed, Jonura was eager to become involved. His whole philosophy was, after all, built on The Master's teachings. He firmly believed in the value of intervention. Jonura also believed in the principle of 'helping history along', improving the universe by introducing small but cumulative manipulations along the way, again according to The Master's creed. Jonura had few opportunities to try this in his early years with the CIA, for he was assigned to work with more senior Time Lords who were cautious in their intervention. On his first (and last) field assignment, the young Time Lord single-handedly rallied the forces of Rome in a battle with neighboring cities. Jonura and his human Companion were taken for gods, and the divine intervention at Lake Regulus became a solid part of Roman tradition thereafter.

Accused of excessive involvement in the affairs of a time-unaware civilization, Jonura was taken out of the field and assigned to coordinate CIA operations around Temporal Nexus Point Earth. It was soon after this that The Master, through the Time Lord Rozinel, contacted the young Time Lord, who began feeding his old mentor information of great importance, quite unwittingly. Jonura believed he was merely answering the questions of an inquisitive friend. Little of the information was actually secret, but much of it was highly sensitive. He was involved in both the Shobogon conflict and the Second Rebellion, when he learned the truth about The Master.

Distinguishing Physical Characteristics:

Jonura is tall and thin, with a youthful appearance and an unruly shock of reddish-brown hair. Like many Time Lords who have spent too much time on Earth, he wears a peculiar combination of clothes from several eras, notably khaki shorts or trousers, penny loafers, a sweatshirt (often with some slogan or phrase across the chest), and an Australian bush hat against inclement weather.

Personality:

Motivations/Goals/Desires
 Jonura is sincerely committed to the goals of the CIA. He still believes, however, that even the Time Lords in the CIA are avoiding their true responsibility of aiding the masses. He takes quite seriously the argument that the Time Lords, with their god-like powers, should learn to work for the good of all rather than retreat behind artificial walls and the strictures of unfeeling laws.

If he thinks at all about The Master, it is with a faint regret that a valued teacher should have been forced into exile. He quite honestly feels that the rebellion was some kind of horrible misunderstanding. Though he regrets it, and feels sorry for the friends he lost in the uprising, he blames neither The Master, The Doctor, nor the government for the tragedy.

Jonura has a genuine liking for humans, and, if anything, is too sentimentally attached to them. If he had his way, all the difficulties and crises of human history would be carefully eliminated, and the human race turned into a bastion of the new universal order (under the care and protection of the Time Lords, of course). Indeed, Jonura's deep interest in Tellurian history has led him to compile data on many of the crucial nexus points and historical developments of Earth's past, which The Master has then used for his own ends.

Manner

Jonura is an earnest, enthusiastic young Time Lord, the kind who rushes in where Daleks fear to tread. His zeal makes him the butt of many a joke by older, more experienced Time Lords, and he feels keenly his reassignment from field work to a console job. All in all, he is an affable young Gallifreyan that no one would expect to find helping The Master, which is exactly what Gallifrey's most dangerous renegade intends.



THE
**DOCTOR
 WHO**
 ROLE PLAYING GAME

THE COLONEL

Race: Gallifreyan
Sex: Male
Profession: Time Lord
Position: CIA Agent

Attributes

STR — Level III	CHA — Level VI
END — Level III	MNT — Level VII
DEX — Level IV	ITTN — Level IV

Combat Statistics:

AP:	7
Armed Combat	
Sword	Level II
Stunner Pistol	Level IV
Unarmed Combat	
La Savate	Level IV

Significant Skills

	Level
Artistic Expression	
Sleight of Hand	VI
Carousing	V
Leadership	VII
Medical Sciences	
General Medicine, Gallifreyan	III
General Medicine, Human	III
Military Science, Small Unit Tactics	III
Physical Sciences	
Computer Science	V
Public Performance	IV
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	V
Surveillance	VI
Social Sciences	
History, Earth	IV
History, Galactic	IV
Sports	
Cricket	II
Swimming	II
Technology	
Cybernetics	VI
Computer Systems	V
Electronics	IV
TARDIS Systems	IV
Temporal Science	IV
Trivia	
Earth Military History	V
Career of The Master	V
Vehicle Operation	
Air Vehicles	III
Ground Vehicles	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

Appearance:

Height: Tall
Build: Average
Looks: Striking
Apparent Age: Middle-aged adult
Actual Age: 800+
Regenerations Used: 4
Recognition Handle: Grey hair, slight limp, walking stick, evening dress and top hat.

History:

A renegade Time Lord turned regular CIA operative, The Colonel has spent a considerable portion of his long Gallifreyan life studying The Master, in order to put an end to his evil career once and for all. Once a Prydonian Cardinal, the Colonel resigned his post and left Gallifrey after his son came out in favor of The Master's rebellion and was killed in the fighting that followed. He left behind everything, even his name, and took refuge on Earth, posing as a retired military officer residing in the western United States in the late 20th century. His daughter Leora remained his one link with Gallifrey. It was she who first brought him to Earth (where he lived without benefit of a TARDIS or other reminders of his old life), and it was she who told him of the formation of the CIA and of the growth of CIA interest in The Master. The Colonel came out of his self-imposed retirement to work with the new organization.

Having seen the success that attended The Doctor's association with the British branch of UNIT, the CIA suggested that The Colonel might wish to work in similar fashion with the North American branch of that human agency. With a TARDIS from the CIA, The Colonel began to actively work with UNIT/NA, especially after The Master attempted to bring off a few coups in that area, following rebuffs at the hands of The Doctor in England.

The Colonel considers himself to be The Master's greatest enemy, though of course The Master reserves that position for The Doctor. It is The Colonel's chief wish that The Master be captured and returned to Gallifrey and Time Lord justice. As a result the two Time Lords have clashed, albeit inconclusively, on several occasions.

Distinguishing Physical Characteristics:

Now in his fourth incarnation, The Colonel appears as a middle-aged man, tall and slightly stooped, with iron-grey hair and a severe military moustache. He speaks with a pronounced aristocratic British accent, owing to early years researching Terran affairs in Britain.

In keeping with this image, The Colonel wears formal evening dress almost all the time. Although he walks with a slight limp and carries a walking stick, he is spry enough when necessary. The Colonel is considerably stronger and more agile than he looks.

Personality:

Motivations/Goals/Desires

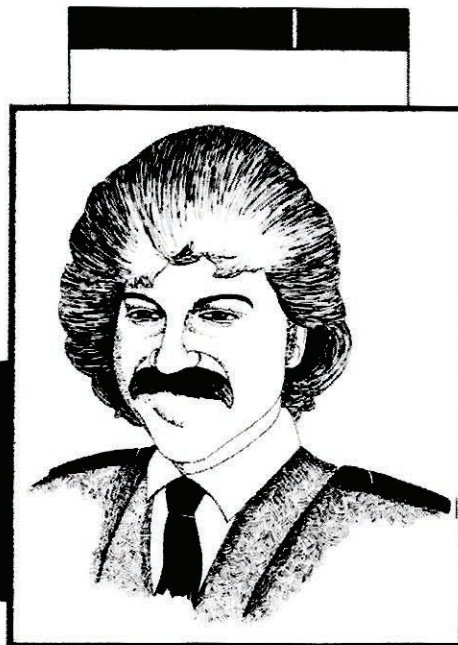
The Master is something of an obsession with The Colonel. Since learning that the renegade was still alive and plaguing the universe, The Colonel has set out to capture him so that he could be tried before the Time Lords. This single-mindedness can be a problem, as The Colonel has been known to abandon a full-blown crisis in order to follow up some trivial rumor that might or might not lead to his elusive quarry. The Colonel's daughter is the only one who can hold him on an even keel. Her motivations, compassion, and concern are the true stuff of CIA operatives.

The Colonel also dislikes The Doctor, as he does anyone who may stand between him and his hunt for The Master. It is The Colonel's contention that The Doctor has passed up too many chances to catch The Master, and indeed has connived at the renegade's escape a time or two. There is no love lost between these two who should, on the face of it, be allies.

Manner

The Colonel is a crusty, abrupt man, accustomed to quick obedience to his commands. He is quite decisive in a crisis, but prone to fits of brooding and lethargy when he has nothing immediate to occupy his attention. He has a tendency to take complete charge of his surroundings. One Gallifreyan has said that The Colonel makes the first incarnation of The Doctor look like a "sweet-tempered psalm-singer".

The Colonel has a soft spot in his heart for his daughter, the Lady Leora. On the other hand, The Master can bring out a ruthlessness in him that even she cannot entirely control.



TAMOZAR

Race: Gallifreyan
Sex: Male
Profession: Shobogan (ex-Time Lord)

Attributes

STR — Level II CHA — Level VII
 END — Level IV MNT — Level IV
 DEX — Level III ITN — Level VII

Combat Statistics:

AP: 6

Significant Skills

	Level
Artistic Expression	
Painting	IV
Poetry	V
Leadership	IV
Life Sciences	
Botany	V
Ecology	IV
Medical Sciences	
General Medicine, Gallifreyan	VI
Psychology, Gallifreyan	VI
Surgery, Gallifreyan	VI
Veterinary Medicine	VI
Security Procedures	
Concealment	IV
Stealth	VI
Temporal Science	V
Verbal Interaction	
Haggling	IV
Negotiation/Diplomacy	V
Wilderness Survival	IV

Appearance:

Height: Average
Build: Thin
Looks: Average
Apparent Age: Elderly
Actual Age: 2000+
Regenerations Used: 4
Recognition Handle: Lined face, wise eyes, thin, half-starved frame.

Brief Personal History:

Another victim of the Prydonian Academy revolution, The Time Lord Tamozarudaco lost several family members in the fighting. Like The Colonel, he sought solace in a withdrawal from his people. Where The Colonel fled to Earth, Tamozar sought the wilderness of Gallifrey, becoming a Shobogan hermit.

Tamozar has kept to himself in the years since his flight from the Capital. He is willing to turn his knowledge and talents to the aid of any Shobogons who need his help, and has earned a reputation among them as a healer and a wise man. Most of his time, though, is spent in solitary meditation, and in perfecting the powers of his mind. Like the renegade Time Lord Cho'je, Tamozar's powers are far in advance of most of his fellows.

Since the Shobogons and the population of the Capital resumed contact, rumors of Tamozar's abilities have circulated among the Time Lords. The Master heard some of these stories and was intrigued by them. He remains quite interested in tracking down the Shobogan Time Lord and learning Tamozar's mental powers. Tamozar was the focal point of The Master's failed plot to stir up war between the Time Lords and the Shobogons.

Distinguishing Physical Characteristics:

Tamozar is short and slight, his body thin from deprivation and a hard hermit's life. His face is wrinkled, his hair white, his beard long and unkempt. His eyes, however, remain sharp, clear, and commanding. The Shobogan Time Lord prefers simple, coarse clothing. His voice is surprisingly forceful.

Personality:

Motivations/Desires/Goals:

Tamozar wants only to be left in peace. He has retired from the world and does not plan ever to return. Now and again his compassion prompts him to aid the needy, but he does not wish to become caught up in their affairs. He only does what is absolutely necessary before withdrawing once again.

The Shobogan Time Lord is bitter over the loss of his family. He hates all the Time Lords, especially The Master, but his hatred is shown only in his complete refusal to deal with them. Unfortunately, Tamozar's advanced powers ultimately made that contact necessary, thanks to The Master's thirst for power.

Because he believes in peace, the Shobogan will not harm others even to protect himself. This made him vulnerable to The Master, at least for a time.

Manner:

Tamozar is quiet, soft-spoken, and given to speaking in proverbs or other words of wisdom. To Shobogons, and to any non-Gallifreyan, he can be gentle and kind. Time Lords find him much less hospitable, but he will never under any circumstances react with violence or force.



ROZINEL

Race: Gallifreyan
Sex: Male
Profession: Renegade Time Lord

Attributes

STR — Level V CHA — Level VI
END — Level IV MNT — Level V
DEX — Level IV ITN — Level IV

Special Ability: Rozinel is a skilled hypnotist, but receives the power only to ordinary game levels.

Combat Statistics:

AP: 7
Armed Combat
Staser Pistol Level IV
Unarmed Combat
Draconian Sissraniss Level VI

Significant Skills

	Level
Leadership	III
Physical Sciences,	
Computer Science	V
Security Procedures	
Concealment	IV
Disguise	III
Lockpicking	III
Stealth	IV
Surveillance	IV
Social Sciences, Gallifreyan History	IV
Space Sciences, Navigation	III
Streetwise	IV
Technology	
TARDIS Systems	V
Computer Systems	IV
Cybernetics	III
Temporal Science	V
Vehicle Operations	
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VI
Wilderness Survival	V

Appearance:

Height: Tall
Build: Slim
Looks: Average
Apparent Age: Mature adult
Actual Age: 400+
Regenerations Used: 3
Recognition Handle: A tall, gaunt man with piercing eyes.

Brief Personal History:

Lord Rozinelastorameth, another of The Master's Prydonian students, is notable for the fact that, though he participated in the Prydonian Academy Rebellion, he lost neither his life nor his position as a result of that crisis. The intercession of his uncle, Lord Deliavastud, won him a reprieve from the harsh sentence passed on the other rebels. During his years of probation, Rozinel aided the commission charged with sorting out the War Games crisis, in which he was secretly helped by The Master, who supplied information in order to get Rozinel back in a position of power. Rozinel's status was finally reinstated, freeing him to act as a Time Lord and an agent of the CIA. He even survived the downfall of his uncle a few years later.

Rozinel served as another of The Master's agents on Gallifrey for many years. He helped to stage phony Shobogon attacks on the citadel prior to the Shobogon confrontation, and helped rescue The Master in the aftermath of that failed operation.

Sometime later, Rozinel attempted to hijack an experimental Model 89 TARDIS engaged in the rescue of one of The Doctor's former Companions, Adric. The Master wanted both Adric and the TARDIS as part of his plan to break down the temporal barrier, but Rozinel mis-timed his move. In the confusion, the TARDIS was blown into an alternate timeline. Rozinel was captured by CIA operatives, but later escaped and joined The Master. The young renegade was appointed to run the base at Merast.

In the final stages of the Second Rebellion, Rozinel was captured by The Doctor, who used advanced hypnotic techniques borrowed from The Master to pry the whereabouts of the base from Rozinel. The Master's chief disciple was later executed by staser fire for his crimes against Gallifrey.

Distinguishing Physical Characteristics:

Rozinel is a tall, gaunt individual. He prefers to dress in subdued colors, and generally wears a dark cape, often with a hood. Like The Master, he is a skilled hypnotist (though not so good as his mentor), and many have commented on his piercing dark eyes.

Personality:

Motivations/Desires/Goals:

Lord Rozinel is entirely a creature of The Master, sharing his goals. The younger renegade hopes for honor and power in The Master's new order. He strongly dislikes Cardinal Arkendo, and would gladly see the politician killed, but subordinates this desire to his Master's wishes.

Manner:

Rozinel is urbane and polite, but there is an underlying hardness about him that some find frightening. While lacking the wit of his teacher, he is almost equally devious and treacherous.

Notes:

The gamemaster may find Rozinel a suitable substitute for The Master in some adventures where the players are not skilled enough (or their characters not strong enough) to deal with the more formidable villain.



VEROS

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes

STR — Level II CHA — Level IV
END — Level II MNT — Level VII
DEX — Level V ITN — Level V

Special Ability:

Veros is particularly knowledgeable in the field of temporal physics and mathematics. He is the foremost authority on the design and operation of the Model 89 TARDIS, and also quite skilled as a TARDIS pilot.

Combat Statistics:

AP: 9
Armed Combat
Staser Pistol Level III

Significant Skills

Significant Skills	Level
Engineering	
Electrical Engineering	V
Mechanical Engineering	IV
Physical Science	
Mathematics	IV
Physics	III
Technology	
Electronics	III
TARDIS Systems	VI
Temporal Science	VII
Vehicle Operation	
Temporal Vehicles	VI

Appearance (12th Incarnation):

Height: Tall
Build: Slim
Looks: Average
Apparent Age: Mature adult
Actual Age: 400+
Regenerations Used: 11
Recognition Handle: A tall, gaunt man with piercing eyes.

Brief Personal History:

A professor of Temporal Physics at the Arcalian Academy, Lord Veros published numerous avant garde theories in his field for a period of over 300 years, and was personally responsible for the development of the Model 89 TARDIS. He was also appointed head of Project Foresight, an experiment in discovering the secrets of the future temporal barrier that blocks all movement by time travelers into Gallifrey's future. So delicate was the nature of this project that it was not conducted on Gallifrey, but rather on a deep-space station in the intergalactic void.

Veros and his team were taken by The Master, who wanted to gain access to the unpublished portions of the professor's theories. Later, Veros was freed, but remained under The Master's hypnotic control. He hijacked one of the two Model 89 TARDISes, but lost it – and his memory – in the eruption of Mount St. Helens on Earth. The Master recaptured Veros, but the Time Lord scientist then was possessed by the Great Intelligence. He was killed when the Intelligence was defeated.

Distinguishing Physical Characteristics:

In his thirteenth incarnation, Veros appeared as an elderly, stooped man, balding and rather feeble. The last regeneration was flawed, and Veros never enjoyed good health in his last centuries.

Personality:

Motivations/Desires/Goals:

A scientist, Lord Veros always seeks new insights into the nature of Time. His experiments focused for a time on the problem of making contact with a Kronovore, until he read a transcript of The Doctor's report on the Kronos incident. Thereafter, his main interest lay in a better understanding of the two temporal barriers. His last major published work developed the theoretical basis for penetrating these barriers, but it was never verified experimentally.

Manner:

Veros is a very single-minded man, devoted to his work and nothing else. He makes no effort to be pleasant, and becomes furious if his work is interrupted. His brilliance, however, is undeniable.



LEORA

Race: Gallifreyan
Sex: Female
Profession: Time Lady

Attributes

STR — Level III CHA — Level VI
 END — Level III MNT — Level V
 DEX — Level IV ITN — Level VI

Combat Statistics:

AP: 9
 Armed Combat, La Savate Level V

Significant Skills

	Level
Artistic Expression	
Vocal Music	V
Carousing	V
Leadership	V
Public Performance	V
Security Procedures	
Concealment	IV
Stealth	VI
Surveillance	V
Social Sciences, Earth History	IV
Streetwise	
Technology	
Computer Systems	V
TARDIS Systems	V
Transmat Systems	V
Temporal Science	IV
Vehicle Operations	
Ground Vehicle	IV
Temporal Vehicle	VI
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VI

Appearance:

Height: Short
Build: Thin
Looks: Attractive
Apparent Age: Young adult
Actual Age: 170+
Regenerations Used: 2
Recognition Handle: Blonde,
 very eccentric in dress and behavior.

Brief Personal History:

The Lady Leora is the daughter of the Time Lord known as the Colonel. When her brother sided with The Master in the Prydonian Academy rebellion, Leora was off Gallifrey on a routine monitoring mission. She returned to find her brother dead and her father a broken man. At his request, she took her father along on her next voyage to 20th-century Earth. There he abandoned his Time Lord ways and settled down to the barbaric life of his adopted home.

When The Master took a new interest in Earth, the CIA became involved in monitoring his actions. They alerted several agents or potential agents on Earth, including The Doctor. They also offered The Colonel a chance to actively fight The Master, and used Leora as their link to the bitter exile. Leora thus became involved in many of her father's adventures, including several that involved The Master.

Distinguishing Physical

Characteristics:

Leora's current incarnation is as a slender, petite Time Lady, much more capable than she appears. Her blonde hair, attractive features, and eccentric behavior have unsettled some of her human Companions, who think of her as a 'dumb blonde'. She likes to take advantage of this as much as possible, often adopting wildly inappropriate costumes and speaking in complete non sequiturs.

Personality:

Motivations/Desires/Goals:

Lady Leora is thoroughly committed to the principles of the CIA. She is compassionate toward the problems of the downtrodden, and determined to preserve known reality at any cost. Behind her apparently carefree exterior, she cares deeply for those who are unfortunate or hurt, and she has a strong desire to make things right where she can. Unlike less stable Time Lords (such as The Doctor),

however, she also is intelligent enough to know when intervention is good and when it will have consequences as bad as those it was intended to correct.

Leora is not consumed by hate, and so is much better at making calm judgments than her father. She often serves as a sort of balance wheel to his impetuous nature, steering him onto a path better for everyone involved. She does not always succeed, however.

Leora's other driving motivation is her love for her father. When she cannot stop him from a foolhardy action, she is the first to take his side and do her best for his cause.

Manner:

Though she acts in an eccentric and often scatter-brained fashion, no one can ever be sure how much of this is an act and how much is genuine. Leora frequently seems totally lost to the world around her, yet always seems one step ahead of her opposition as well. It does not pay to underestimate her talents, no matter how strange her appearance or behavior.



ADRIC

Race: Alzarian Humanoid

Sex: Male

Profession: Student/Adventurer

Attributes

STR — Level III CHA — Level IV
END — Level IV MNT — Level VII
DEX — Level IV INT — Level II

Combat Statistics:

AP: 7

Significant Skills

	Level
Physical Science	
Mathematics	VII
Computer Science	V
Technology	
Computer Systems	V
TARDIS Systems	III
Temporal Science	III
Security Procedures	
Lockpicking	IV

Appearance:

Height: Average

Build: Average

Looks: Average

Apparent Age: Adolescent

Actual Age: 15

Recognition Handle: A brash, over-confident teenager given to sudden shifts of mood.

Brief Personal History:

Born on Altarius in E-Space, Adric stowed away aboard the TARDIS carrying The Doctor and the Lady Romana during their adventures in that alternate universe. He shared many adventures with The Doctor, his mathematical skills proving very useful on several occasions. Adric also ran afoul of The Master on more than one occasion.

Adric was separated from The Doctor when Cybermen programmed an interstellar freighter to go up in an antimatter explosion over Earth. The freighter accidentally wound up moving through time to a point 65 million years in the past, where its explosion was responsible for wiping out the dinosaurs. Young Adric stayed on the bridge of the ship, attempting to use his knowledge of advanced mathematics to disarm the bomb. The Doctor believed him to have been killed in the explosion.

In reality, Adric was rescued by the experimental Model 89 TARDIS, but the treachery of Rozziel caused the rescue to go awry. Adric eventually returned to Gallifrey with a CIA rescue team, and became a companion to the Lady Leora for a time, but he was never able to rejoin The Doctor for more than a few brief reunions. Eventually, Adric was returned to his home in E-Space, where he joined Romana and K-9 Mark II.

Distinguishing Physical Characteristics:

Young and slender, Adric's most obvious features are his dark hair and fresh, open countenance. Prior to the Cyberman encounter, he wore a badge of merit for his mathematical achievements on the left breast of his duotone jumpsuit, but this was shattered when he used it to clog the chestplate of a Cyberman.

Personality:

Motivations/Desires/Goals:

Adric's primary motivation is an intense curiosity. He is constantly in search of new knowledge. This has led him to learn a great deal about the operation of TARDISEs, the intricacies of Block Transfer Computations, and many other unusual subjects. The youth is also extremely loyal to his friends, especially to The Doctor, Nyssa of Traken, and Tegan Jovanka.

Manner:

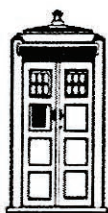
Adric is a confident, often brash individual, given to over-estimating his own abilities. He can be sullen and petulant when treated like a boy, but at other times is frank, cheerful, and very gentle.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

THE MASTER'S EQUIPMENT

The Master can be assumed to have access to virtually any type of weaponry or gear normally available to Time Lords. This section describes various special items that he has used, or might use in future, that are either not covered elsewhere or are a standard part of The Master's usual repertoire of tricks and gadgets.



THE MASTER'S TARDISES

The Master currently has, or has access to, six working TARDISES. He can also acquire others through theft, blackmail, or the cooperation of agents on Gallifrey. Model types and capabilities vary considerably, from an old Model 40 to some that are extremely modern and sophisticated.



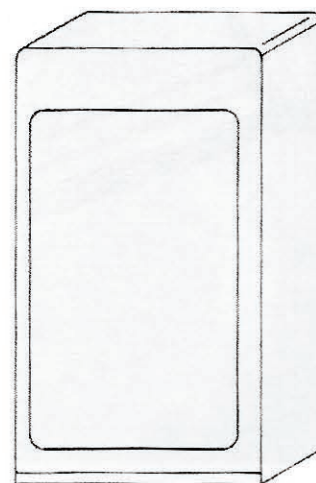
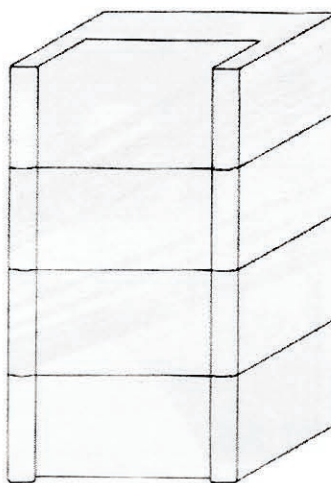
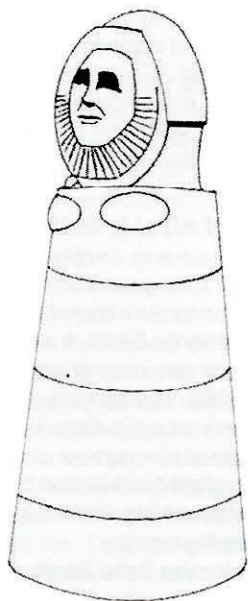
SIDRATS

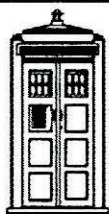
An anagram of TARDIS, the term "SIDRAT" was probably coined by The Master to describe the primitive temporal vehicles he and the War Chief provided to the War Lords. Officially, the name is an abbreviation of Space and Inter-Time Dimensional Robot All-Purpose Transport.

SIDRATs duplicate most of the functions of the Gallifreyan TARDIS. They are, like TARDISES, dimensionally transcendental. Those used by the War Lords could hold thousands of soldiers being transported to and from the battlefield. They also possess chameleon circuits, so that War Lord officers could keep them at their battlefield HQs, coming and going from the wargames as they pleased. Many of the basic features of the sidrat are virtually indistinguishable from those found on a TARDIS.

SIDRAT systems, however, are much more primitive than those employed aboard even an out-dated TARDIS. The focus of the dynamorphic projector in a TARDIS is a green crystal found only on Gallifrey. The crystal is essential to give the TARDIS its semi-living, semi-sentient core. In building the SIDRATs, The Master and the War Chief were forced to substitute less sophisticated materials. As a result, both the range and service life of the SIDRAT were considerably shorter than those available to the TARDIS. They were prone to breakdowns, especially on long-time trips, and the SIDRAT cores rarely lasted for more than a few weeks of apparent time.

Still, SIDRAT technology has been very useful to The Master. He originally foresaw the possibility of using sidrats to launch an invasion of Gallifrey with the War Chief's human soldiers. Later, when his dynamorphic generator was all but destroyed and he failed to harness the powers of the Xeraphin in its place, The Master made his way back to Merast by turning his damaged TARDIS into an improvised SIDRAT with gear scavenged on Xerophas.





WEAPONS

The Master is fond of weapons of all kinds, and has an impressive arsenal aboard each of his TARDISes. Some of his favorite weapons are discussed below.

TISSUE COMPRESSION ELIMINATOR

This weapon has become The Master's calling card. A perversion of known principles of molecular rearrangement technology, it was first conceived and created by The Master himself. It is far in advance of known technology, and proof of The Master's brilliant but evil genius.

The Tissue Compression Eliminator is a heavy black wand with a bulbous head on one end. It is held in one hand with the thumb resting over the trigger mechanism. When fired, the end opens up to produce a glowing white ball, a bolt from which causes the molecular structure of the target to collapse upon itself, compressed tightly but preserving the

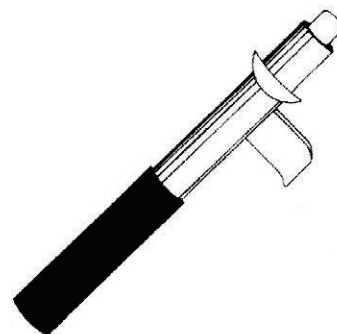
original form. Soft, organic materials are most compressible. Cloth, plastic, and living tissue are reduced to about one-tenth their normal size, becoming thickened and rigid. Harder materials, such as metal or stone, are less affected by the weapon, but still suffer some damage. The process of compression is normally fatal to living things, and is quite painful.

Research into the principles of the Tissue Compression Eliminator has been banned on Gallifrey, but The Master has adequate facilities and materials to reproduce (and sometimes improve) the weapon as he desires. He has, in fact, done so on many occasions. Fortunately, the technology that permits this deadly weapon to function has so far not been discovered by races such as the Daleks, the Cybermen, or the Sontarans. It is bad enough in the hands of The Master.

The Master's weapon will compress and kill any living target that suffers the full effect of the beam. No damage determination is necessary. Gamemasters should feel free to allow a player character a Saving Roll against his DEX score, with success meaning that the shot did not hit solidly. Even a grazing hit, however, will do Type A damage, which may kill the target anyway.

LASER GUN

The Master sometimes makes use of a lightweight laser pistol of 26th-century Earth design. Information on damage done by this laser weapon is given on the combat charts in the **Game Operations Manual** of the **DOCTOR WHO Role Playing Game**.



VOLATILIZER

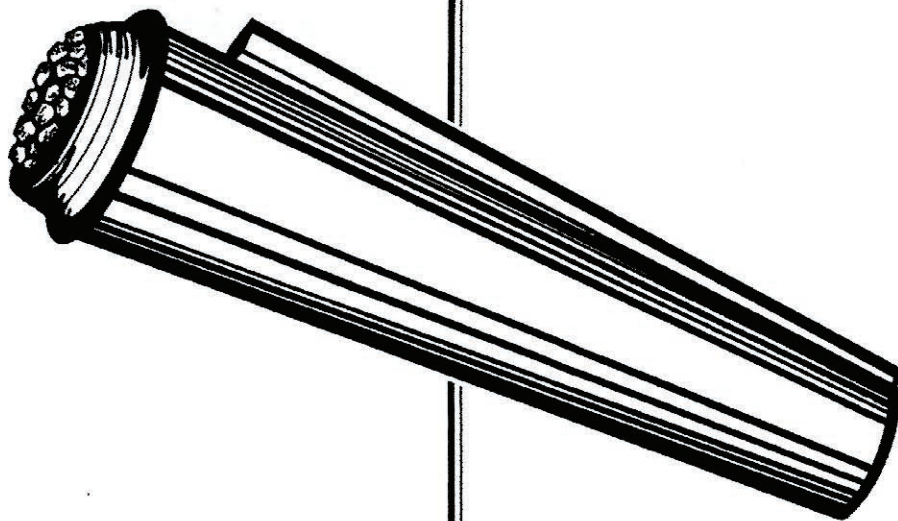
Not originally a weapon, the Volatilizer is a small but incredibly powerful charge used by the Xanthoid race in mining operations. Normally set off by some form of explosive detonation nearby, this incredibly unstable charge can also be set triggered by any sort of solid impact, shock, or concussion wave. A single, small canister can cause an explosion that will level everything within a one-mile radius.

The Master has used the Volatilizer as a booby trap, rigged to fall to the floor and explode when a door was opened. When dropped in this fashion, an explosion can be prevented if the Volatilizer can be caught and cushioned from an abrupt impact.

SATURNIAN SOLAR BOMB

This weapon was developed for purposes of sabotage and as a booby trap during the national wars of the 21st Century on Earth. It was named after its use in the skirmishes on Titan in 2068. The bomb is a globe about 30 centimeters in diameter that can be triggered in a number of ways. Usually, it is placed in a locked box or closet. Any tampering with the lock will detonate the bomb.

The Saturnian Solar Bomb, once activated, builds to a tremendous output of pure heat, reaching full power 15 seconds after activation. The intense heat will cause materials immediately around it to burn within five seconds of detonation. At full intensity, the explosion reaches a



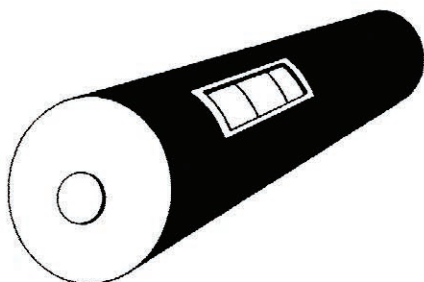
THE
**DOCTOR
WHO**
ROLE PLAYING GAME

temperature of over 1000 degrees C., enough to instantly consume everything within a 10-15 meter radius. After 15 seconds, the heat source is burnt out.

The Master has used a Saturnian Solar Bomb as an assassination weapon.

SONTARAN FRAGMENTATION GRENADE

A grenade originally invented by the Sontarans, it is one of the most deadly combat weapons in the universe. The cylindrical grenade explodes five seconds after being detonated by a button on one end. It produces complete devastation within ten meters of impact, causing type-A damage to anyone up to ten more meters away (total range of 20 meters). Humans rarely are able to throw the grenade far enough to escape the blast effects, being weaker than Sontarans. The Master has a small stock of these grenades, but uses them only when arming expendable subordinates.



BIO-CONVERSION MINES

This nasty weapon was invented by The Rani. Resembling an ordinary terrestrial land mine with a small keypad on top, the bioconversion mine is usually laid down in a defensive pattern to deny access or to serve as an effective trap.

The keypad is used to program orders into the mine. Depending upon the exact program used, the mine's detonation (by contact with the keypad) causes complete molecular rearrangement above the disc-shaped mine. Animal tissue can be converted into some form of vegetable matter. Other programs produce stone or other substances. There is some evidence to indicate that the conversion is not instantaneous – the victim, in its new form, may retain the power of limited

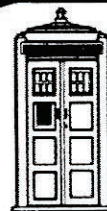
movement and some awareness for a time. However, the process is not reversible.

These mines are particularly useful because their effects are lethal, and they leave behind no signs to alert later victims. One extra stone will rarely be noticed by a party venturing into an area mined with these deadly weapons.

STASIS PROJECTOR

This is an experimental weapon developed during the galactic Cyberwars. It projects a cone-shaped stasis field that blankets an area 50 meters high and 100 meters wide. Within that field, time stops dead.

The projector is a bulky backpack device with a hand-held gun, similar in size and appearance to an earthly flamethrower. It was developed by the Cybermen, but fell into human hands and was one of the decisive weapons in winning the war. The Master obtained several of these weapons on Victrix.

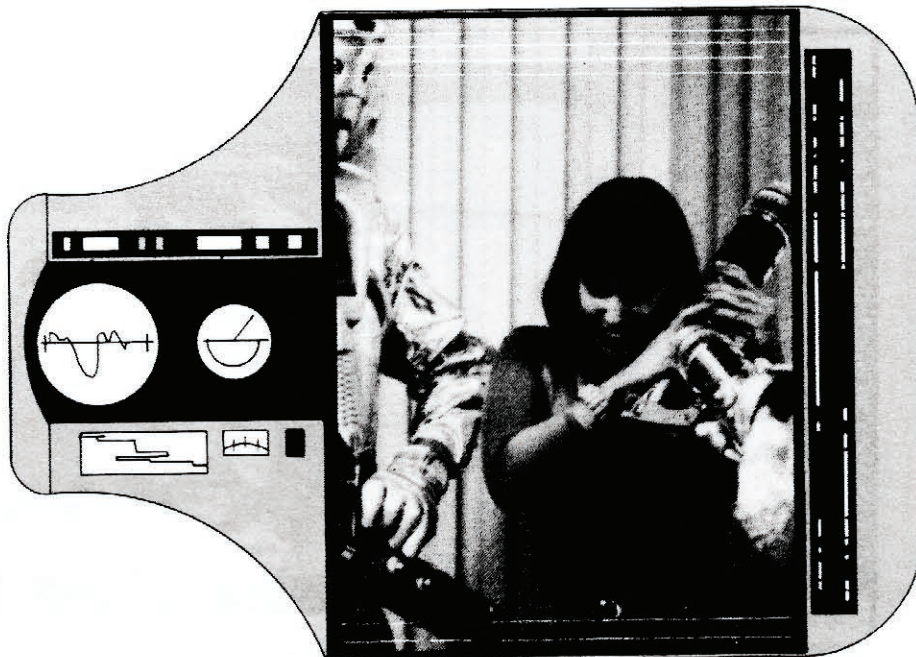


GENERAL EQUIPMENT

TIME-SPACE TRACKER

This device is akin to the Time/Space Visualizer of the Xeron race. Instead of producing images of distant times or places, the Tracker can be set to lock onto the mental emanations of any individual in order to track that person through time and space. The Master acquired a number of these in his travels, and is known to have at least one permanently locked onto The Doctor.

With the Time-Space Tracker, The Master always knows the current coordinates of any enemy upon whom he has previously locked the device. He must come within five meters of a target to lock on the tracker, but once it is in place, even regeneration cannot break the lock. The Master is also capable of using his Scanner to conduct long-range surveillance of the subject.



PORTABLE SCANNER

This is a small version of the TARDIS viewscreen scanner system. The Master's portable scanner is worn on the wrist. It consists of a screen five centimeters long by three centimeters wide, plus a few simple control keys, all mounted on a leather strap. The unit only functions within about 10 meters of The Master's TARDIS. Using the scanner, The Master can view distant points in space (but not time) through the manipulation of electromagnetic fields serving as lenses for the scanner system. The TARDIS computer converts the data to image and sound. Locations viewed can be a very long distance away from the TARDIS. It is also possible to shift perspective, zoom in and out on a particular point of interest, and otherwise control the picture received.

The Master has used the portable scanner to keep an eye on his enemies while he is outside the TARDIS. He has also used the scanner to maintain surveillance over his enemies.

HYPNOSOUND DEVICE

A small, greyish box holding several control knobs and switches, the hypnosound device sets up a sonic field that stimulates the brain of any humanoid species (although Time Lords have proven resistant to its effects). A humming sound heralds the activation of the device. Thereafter, the victim's mind is hypnotized to falsely interpret sensory data. Any person, being, structure, or vessel not familiar to him is perceived as that which the victim fears most. As long as the sound continues, all victims of the effect will continue to perceive this distorted reality. Moreover, after the effects are completely gone, the brain will still insist on a distorted memory of events. Anything that conflicts with that perception will be altered to fit.

Though basically working on a deep, subconscious level, to bring forth that which is most feared, the hypnosound device can be adjusted to some extent. Held prisoner by the Ogrons, The Doctor was able to use a slightly — adapted capture device to make them believe that he was actually a Dalek, and thus gain his release.

PROCESSING MACHINE

Another hypnotic device, the basic principles for the Processing Machine were developed by The Master, but improved upon by the War Chief and by scientists of the War Lords. The processing machine is a large, bulky device that is connected to a human subject by way of a cowl or helmet. Processing takes several seconds, after which the subject becomes extremely suggestible. The victim's mind will perceive reality according to interpretations impressed upon it from an outside source.

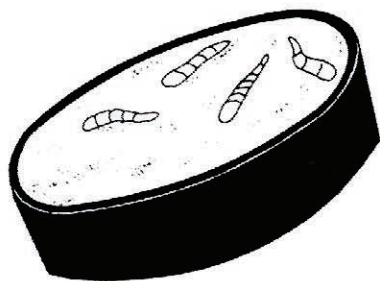
About five percent of all humans are able to shake off processing, sometimes quickly, other times only with the aid of others. The devices used by the War Lords were destroyed, but The Master has adapted the same principles to a machine used on beings who work at his main base. This machine programs them with unquestioned loyalty, and allays any fears caused by the strange surroundings of the non-space where the base is located.



CONTROL PARASITE

Developed by the Rani, Control Parasites are small (about 2.5 centimeters long), worm-like creatures that have been impregnated with a chemical tranquilizer drawn from human brains. The parasites are administered orally, and lodge in the throat of the subject. Their chemical cargo is released continuously into the bloodstream, causing the victim to become extremely suggestible. From that time on, he will follow any orders given him, to the letter.

Parasite victims have absolutely nothing in the way of personal initiative, except as it helps them carry out general orders. The parasites also heighten the subject's receptiveness to telepathic command, making the victim respond to orders given by his master some distance away.



Finally, it should be noted that the Control Parasites are extremely sensitive to certain particular sound frequencies, well outside the normal human or Gallifreyan range. If exposed to these frequencies, the parasites die instantly, releasing a flood of toxic material into the victim's bloodstream. A red mark, perfectly circular, will appear on the victim's neck, and he will die almost immediately. This discoloration has been referred to as the "mark of Rani".

Victims of the parasites show no signs of possession, save only when the parasites are first administered. At this time, an unearthly green glow can be seen in the subject's eyes. It quickly fades, however, and only by his actions (if then) will the subject betray himself. The parasites work equally well on any humanoid subject, even Gallifreyans.

The Master is known to have acquired a number of the parasite worms, but only the Rani is able to replace them.

REMOTE SECURITY SYSTEM

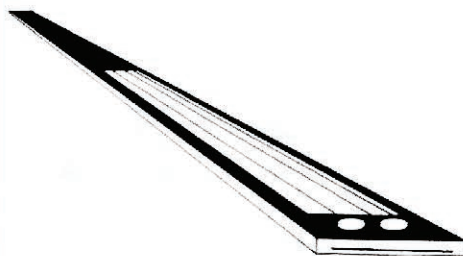
A standard part of The Master's various TARDISES is a security system to prevent unauthorized tampering. Each TARDIS main door is fitted with at least one electronic eye, an internal scanner system, and several tanks of various types of nerve gas. These are remotely-controlled from a small device kept constantly on The Master's person.

The device is roughly the size and shape of an Earthwoman's compact. It holds a monitor screen and controls for the TARDIS defenses. If an intruder disturbs the electronic eye on board, an alarm goes off in the device. The screen can be used to discover the nature of the intrusion, followed by the release of various types of gas on command. Both lethal and non-lethal gas types are available.

The range of the device is comparatively limited (to roughly line-of-sight between the device and the TARDIS), which may explain why The Master uses it only occasionally.

DISGUISE KIT

This is another trademark of The Master's, a small kit worn under his clothing in a place where it will be difficult to find by a casual search. The kit contains a holographic scanner that can analyze and reproduce facial features within a minute. This can be hooked up to a thin, flat synthoflesh dispenser, which produces highly lifelike masks based on the data provided. Colors and other oddments are also contained in the kit to complete its arsenal of disguise gimmicks.

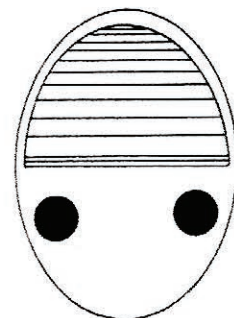


Using the disguise kit, The Master can quickly produce very effective and life-like masks of anyone's features. He most often uses the kit to create masks in the image of his own face, which can then be slipped onto a hypnotized victim to buy The Master time to make good an escape. This tactic has worked on several occasions.

IMPLANT MONITOR

This is a small audio/visual beacon that can be planted on any individual, turning him into a perfect spy. The implant monitor is placed under the skin by an air injector. It is not actually a transmitter, but rather it is a homing beacon that aids in the focusing of The Master's scanner system. The scanner can be locked onto the beacon at will, even in situations where it would normally be impossible to focus the scanner properly (shielded areas, a TARDIS in the Time Vortex, and so forth).

Once placed, there is little outward sign of the implant monitor, just a slight, reddish bump on the skin. Though it would be detected during any thorough medical exam, the bump is more likely to be dismissed as an insect bite or a small bruise.



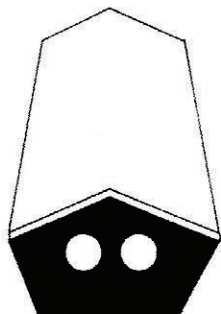
TRICOPHENYLALDEHYDE

A neural inhibitor drug, tricophenylaldehyde was generally used in early terrestrial experiments with suspended animation for early long-range deep-space probes. An injection of tricophenylaldehyde, however, can also produce the appearance of death. The Master has used it on occasion as a means of faking his own demise. An injection of one standard dose causes an apparent cease in the body's functioning for a period of one to three hours. For longer durations, a regular flow system is set up directly into the bloodstream.

HIGH FREQUENCY SIGNALLER

This small device, oval-shaped with a hand grip below and in back, is the Rani's weapon for disposing of parasite-controlled servants. The high frequency sound waves it projects kill any parasite in the narrow line of fire, without harming others in the same general area. Turned to maximum power, it can also act as a crude but usable sonic disrupter.

On at least one occasion, the Rani has used the signaller to broadcast its high frequency sound through a scanner link-up to a remote location, killing a servant out of line-of-sight. Normally, however, the device is limited to ranges equivalent to those of a sonic disrupter pistol. Damage is also the same, except that a parasite subject is killed outright if hit.



MOLECULAR EXCITER

The Master's version of a sonic screwdriver, this palm-sized, disc-shaped device focuses twin beams of ultrasonic radiation on a point a stated distance from the end of the unit. Its range is adjustable from a few centimeters up to a meter. It also has various intensity settings. Where the beams come together, a force field is generated that interacts with other substances according to the intensity used. Lower powers create an invisible but tangible 'point' that can be manipulated to move objects that cannot be reached (such as bars locking a door, the tumbler mechanisms of a lock, and so forth).

Heat is produced by the interaction of the two beams, and higher settings cause the exciter to function like a laser cutting torch. The Master finds the tool useful for tasks such as gaining illicit entry. The device can also serve as a weapon if the need arises (though it is definitely limited to close ranges).

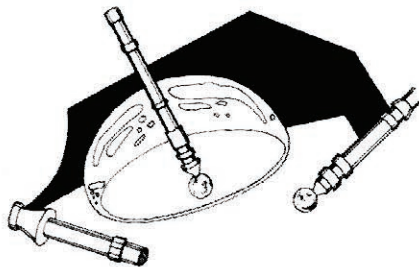
COMPUTER TAP

A small (briefcase-sized), portable computer terminal, the tap contains a sophisticated mini-computer programmed to analyze computer circuitry and to feed in various input codes at high speed. When connected to another computer system, it can be used to do a rapid series of code feeds, searching for proper security clearances, secret file names, and so forth. The computer tap was produced by the same technology that produced the Kamelion robots. Though it is non-sentient, it can be of tremendous value in breaking into computer systems of all kinds. Once activated, there is no further need to supervise its progress. Its use is considered equivalent to a character with a Proficiency Level VII in *Computer Systems Technology*, as it can work independently of the character who set it up.

PSIONIC AMPLIFIER

A device designed and built by The Master, this helmet-like unit slightly amplifies the wearer's will and the range over which his psionic powers can reach (by a factor of 1000). The amplifier was specifically developed to enable The Master to take control of the robot Kamelion after the renegade was accidentally miniaturized. Using the amplifier, The Master was able to bend Kamelion to his will even while the robot was still aboard The Doctor's TARDIS, though his control was sometimes erratic.

A similar device, the telepathic amplifier disk, is a mechanism that causes a person wearing it to receive telepathic impressions more strongly, and thus can be used to control victims through telepathy.



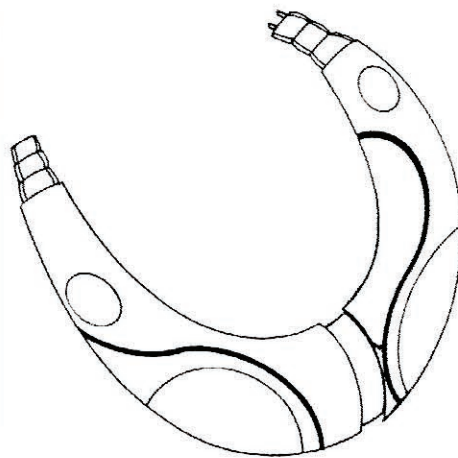
SONIC WAVE SUPPRESSOR

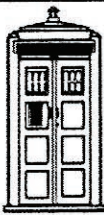
A small, silver box, this device very nearly destroyed the entire universe. It emits a sound-cancelling wave. Wherever it broadcasts, no sound whatsoever can be heard. Seemingly harmless (but useful for stealthy maneuvers or as a counter to hypnosound), the device proved disastrous when The Master used it to stop all sound in Logopolis, thus ending the spoken mathematical calculations that were keeping entropy at bay.

ELECTRO-MUSCULAR CONSTRICTOR

Resembling a gold-inlaid bracelet, the constrictor is a remote-controlled device that converts electronic commands into neural impulses, stimulating muscular action in a limb connected to the unit. When placed on a person's arm, for instance, that limb is under the control of whomever holds the control box. All voluntary control over the limb in question can be cancelled out, making the person an unwilling but helpless agent of the controller.

The bracelet is uncomfortably tight, adjusting to any necessary size that will allow full contact with the nervous system. It can only be released by a control on the box. An operator is required to handle each action required of the constrictor. It cannot be programmed to operate independently. Range of the device is limited to line-of-sight.





SPECIAL EQUIPMENT

The following equipment is unique, rarely used, or specially-assembled by The Master.

SASH OF RASSILON

An emblem of office of the Lord President of Gallifrey, the Sash was stolen by The Master and never recovered. It was created by Rassilon in the years preceding his time travel experiments as a means of absorbing, converting, and harnessing the energies found inside a black hole. An individual wearing the Sash could safely work in and around black holes, preserved from the effects of gravity and radiation. Rassilon proved his creation's usefulness by taming the Eye of Harmony, thus creating the power of the Time Lords.

The Master endeavored to use the Sash to tap the power of the Eye himself, hoping to trigger a new cycle of regenerations. He was prevented from doing this, but made off with the Sash afterward. It is presumably still in his keeping, unless it was abandoned or lost somehow.

TARDIS REMOTE CONTROL

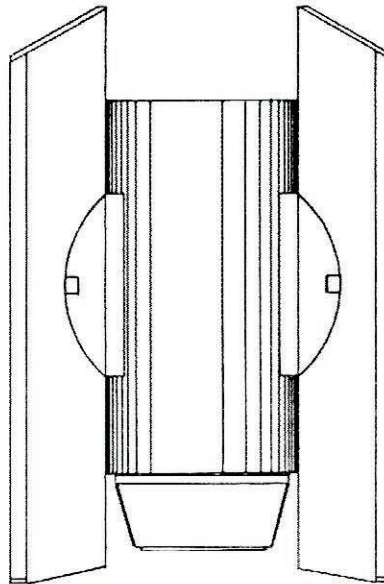
This is a signalling device available to very few Time Lords. Those journeying into particularly hazardous situations are sometimes given one (as was the Second Doctor so that his TARDIS could be kept out of the hands of Third Zone scientists experimenting with time travel). Otherwise they are almost never seen. The Rani, however, does have a remote control for her TARDIS, and it enables her to summon the TARDIS to her current location at the touch of a button. It is possible that The Master will persuade her to provide him with a similar tool.

TIME CONTOUR GENERATOR

Time contours are paths through time, down which people or objects who happen to occupy the contour may be drawn. A time contour projects through time, but not space. It can only move things from a particular point to the same point in a different time. It is thus similar to, but far more limited than, the Gallifreyan Timescoop.

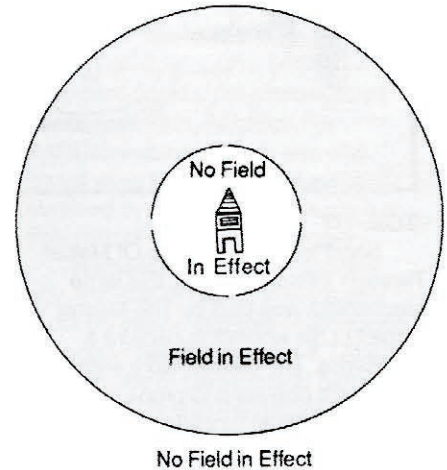
The Master has used time contour technology on more than one occasion. His TOM-TIT device was capable of establishing time contours, through which he was able to draw a medieval knight, a band of Cromwell's soldiers, and a World War II V-2 missile to harass a UNIT convoy, and so forth. He later improvised a time contour generator in order to hijack a Concorde SST and its passengers in his efforts to reach the Xeraphin Consciousness.

The limitations of time contour generators usually outweigh their usefulness, but they are useful for obtaining samples from out of the past (without the need to personally collect them).



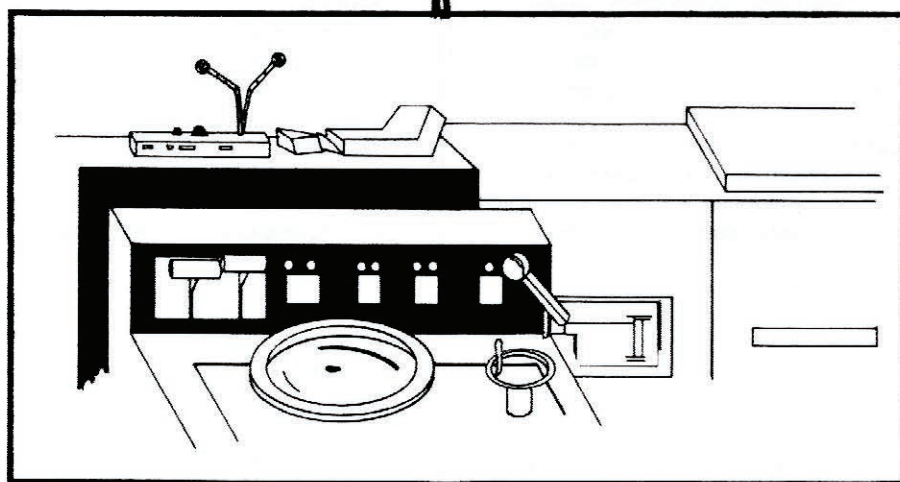
NULL-TIME FIELD GENERATOR

Another development of The Master's TOM-TIT project, the null-time field generator opens up a rent in interstitial time. A doughnut about 100 meters in diameter centered on the generator is affected by the field. Within ten meters of the generator, however, the field has no effect.



The null-time field slows or even stops the flow of time within its boundaries. Slowing occurs at low powers. Time Lords can still move fairly freely (their reactions being ten times those of humans), but lesser beings will find themselves moving more and more slowly as they penetrate the field. At higher powers, the null-time field can stop time entirely within its range, freezing everything and everyone in a complete suspension of the time flow. If left on for more than an hour, the null-time field will produce a permanent gap in time, one that cannot be shut down or broken through.

The null-time field was discovered as an accidental side-effect of TOM-TIT. The Master has since adapted the principle to a defensive system used to protect the control complex of his main base. He could also assemble one from TARDIS parts and systems if the need arose. Null-time can be cancelled out by the Kronovores, but no other means of overcoming it has been discovered.



TOM-TIT

Short for Transmission Of Matter Through Interstitial Time, this large mechanism was built by The Master as part of his attempt to capture a Kronovore. The device had a number of different powers and properties.

First, it could function as a short-range transmat unit, crude and wasteful of power, but still effective. It was this aspect of the system that was used by The Master to win support for the project from academic circles. This was only a sidelight, however, to the machine's true purpose.

The TOM-TIT system can generate a time contour focused on any point within a radius of several hundred kilometers of the generator. It was this aspect of the machine that permitted The Master to summon various people and things out of the past to harass a UNIT convoy. By applying additional power, the Time contour and transmat features could be combined. The Master used this aspect of the device to bring a priest of Kronos from Minoan Atlantis to 20th-century England.

TOM-TIT also produced a null-time field, which The Master later harnessed separately from the original machine. In addition, it had the peculiar property of drastically changing the flow of time within certain segments of the transmission and receiving systems, so much so that it could cause a man to age 50 years in a matter of seconds, or reduce a mature adult to an infant in a similar amount of time.

Finally, operation of the device inevitably attracts the attention of Kronovores. It can be considered a lure that will bring a Kronovore to investigate whenever it operates at full power (as when it is used to move objects through both space and time.) This was how Kronos, the Kronovore, was originally captured.

The TOM-TIT unit was focused by a shard of the Crystal of Kronos. Without the crystal, the null-time field cannot be manipulated, nor can time contours be generated. Other functions remain intact. Other focusing devices, such as induction coils from a TARDIS, can be substituted for the crystal, but only the Crystal of Kronos will trap and hold a Kronovore attracted by the machine.

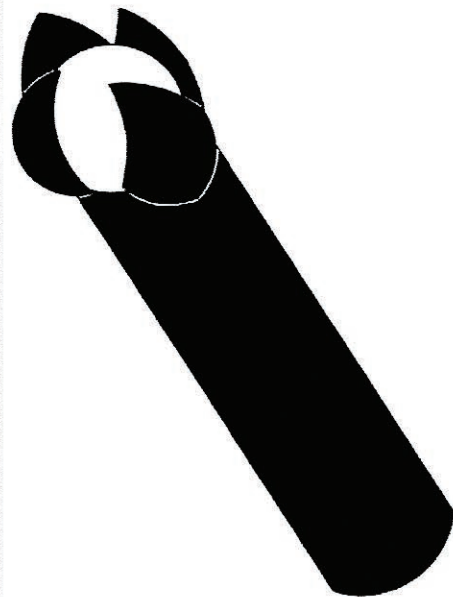
Since the time the original TOM-TIT project was shut down, The Master has not sought to duplicate its full functions, fearing the possible return of Kronos. He does, however, retain the knowledge. On 20th-century Earth, Dr. Ingram and Stuart Hyde also know most of the basic procedures for constructing such a device, though their knowledge is strictly empirical and they lack a Crystal of Kronos. Moreover, after their involvement with the first TOM-TIT, they are not eager to have further involvement with the machine at least not voluntarily.

MINIATURIZER

An outgrowth of the Tissue Compression Eliminator, the Miniaturizer was discovered by The Master quite by accident while he was endeavoring to improve the design of his infamous weapon. While making adjustments on a Tissue Compression Eliminator in his TARDIS laboratory, he accidentally triggered a compression field that miniaturized him as well as all the contents of his workshop by a factor of about 12.

The Miniaturizer, unlike the Tissue Compression Eliminator, does not merely crowd molecules closer together in an object, but rather acts directly on the atomic structure. Everything is reduced at a constant rate. For this reason, the miniaturizer has an equal effect on both organic and non-organic materials, and is not necessarily fatal. The effect is extremely painful, but The Master survived it, without even the full physical advantages of being a Time Lord (since he was by this time using a stolen body) to help him.

There is no known method of reversing the miniaturization process, barring the use of numismaton gas or the Sacred Flame of Karn to heal the damage caused. However, it should be noted that a similar accident is known to have happened once to the



First Doctor, involving his entire TARDIS and everyone and everything in it. The reduction in this case was by a factor of at least 72. Apparently caused by a TARDIS malfunction, the miniaturization did prove correctable in this instance. It is possible that someone pursuing this connection (which is not yet realized by any of the principals involved) could discover a solution.

The Master, now restored to full size, still has plans for the miniaturizer, and could build one any time. As he lacks a sure method of counteracting the process, it remains more a novelty than a practical device at the moment. Though aware that The Master suffered accidental miniaturization as a result of experiments with the Tissue Compression Eliminator, no other Time Lords know the details of how the miniaturizer works, or how to build one. The ban on Tissue Compression technology research makes it unlikely that anyone will accidentally stumble onto the secret for themselves.

CROSS-DIMENSIONAL ROTATOR

This device is The Master's means of carrying out an escape in a last-ditch situation. The rotator is a small, flat black box worn next to the skin, without any outward controls or other features. The mechanism inside will activate only in response to the release of chemicals within a Time Lord's body that herald the beginning of a regeneration. Once activated, the device will automatically cause all organic material in contact with it to rotate right out of the Universe, homing in on a signal emanating from The Master's base.

The transition into this crack between dimensions is nearly always fatal (except when using a TARDIS or sidrat with carefully pre-set co-ordinates), and so this method of

escape is not something to be used routinely. If, however, The Master has already suffered a fatal injury, the rotator will return his body to the safety of a permanent Zero Room at his base, where he can regenerate in safety. The shock of rotation slows the regeneration process, but recovery in the Zero Room makes up for any trauma suffered.

While using the body of Consul Tremas of Traken, The Master was unable to regenerate, but kept the escape device on his person anyway. As most of his plans in that period concentrated on gaining a new cycle of regenerations, he always kept the rotator ready at hand. This proved fortunate when he was burned severely in the numismaton gas on Sarn. The gas triggered at least one new regeneration, and activated the device, rotating The Master back to his base before the flames could consume and destroy his body.

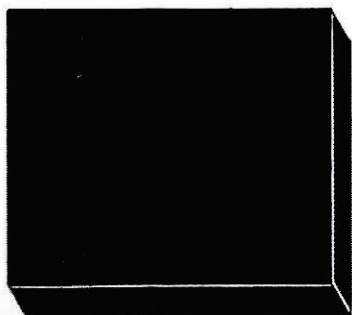
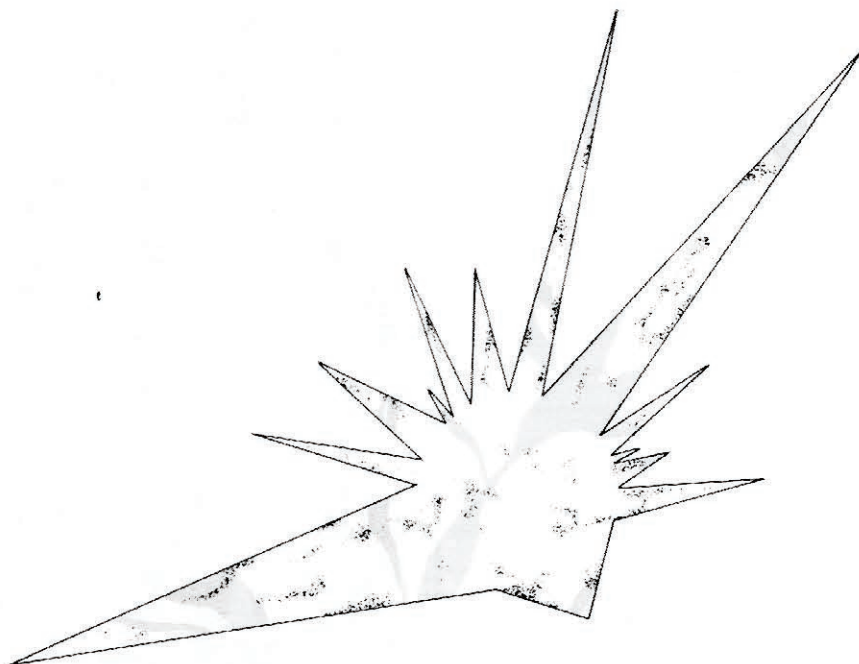
No one except The Master knows of the existence of this device. To others, his escape from certain death at Sarn was nothing short of miraculous.

STAR OF RASSILON

Originally a part of Rassilon's first TARDIS design, the Star is an exceptionally large and powerful variety of the green crystal used to focus the dynamorphic projector that runs these temporal vehicles. It was used to make possible Rassilon's journey into a black hole to capture the Eye of Harmony, tapping energy from Omega's detonation of a supernova.

The crystal was lost on the planet Radirr when the TARDIS it controlled accidentally materialized inside solid rock. Although the TARDIS was destroyed, and all on board were lost, the crystal evidently survived by some fluke. It became a holy relic of the Kamreth people.

Harnessed to modern technology, the Star of Rassilon is the only focusing device capable of producing the power needed to move a TARDIS through one of the temporal barriers, and then only with the proper combination of other equipment and knowledge. The Star was crucial to one of The Master's most far-reaching plots, and wound up in his possession.

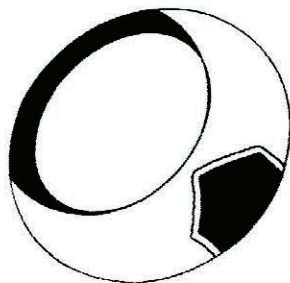


RING OF SHAITAN

There are actually a number of Rings of Shaitan (all of them known by different names) on planets throughout Mutter's Spiral. Engraved with the symbol of the pentagram, these Rings were a symbol of Daemon authority and power. On each world visited by Daemons, a ring would be left behind at a point many thousands of miles from the resting place of the Daemon of that world. The idea was that any culture sufficiently unified to transport the ring and sufficiently knowledgeable to understand the Daemon legends was a candidate for judgement by the Daemon left behind. This was one of the two methods by which the Daemon judgement process could be activated. The owner of the Ring, if he had sufficient mental powers, could actually control the Daemon he awakened.

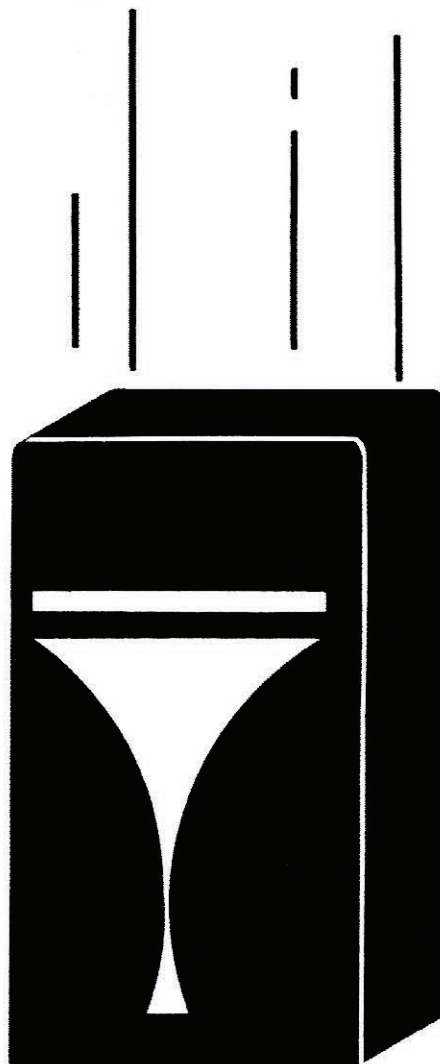
The Ring of Shaitan on Earth was the cause of some of the most bloody conflicts in history, even after it was stolen by The Master. Legends drove people of the west and the east into conflict, causing such clashes as the Moslem invasions of Europe and the Christian crusades. In those instances, traditions were so distorted that the parts played by the Ring and the barrow at Devil's End in England were forgotten entirely.

The Master stole Earth's Ring to revive the Daemon on Rostenes. He was stopped when CIA operatives produced the real Ring belonging on that world, which confused the Daemon and brought an end to the threat.



MODEL 89 TARDIS

The most advanced TARDIS design ever produced, the Model 89 was designed by Lord Veros. Its capabilities included a telepathic link between operator and machine, a capacity for extremely delicate micro-jumps, and the theoretical potential (given proper mathematics, use of two tandem TARDIS fields, and a focusing agent such as the Star of Rassilon) of penetrating the two temporal barriers. Only two Model 89s were produced. One was taken by The Master during the Mount St. Helens affair, while the other was seriously damaged and later scrapped, after the rescue of Adric.

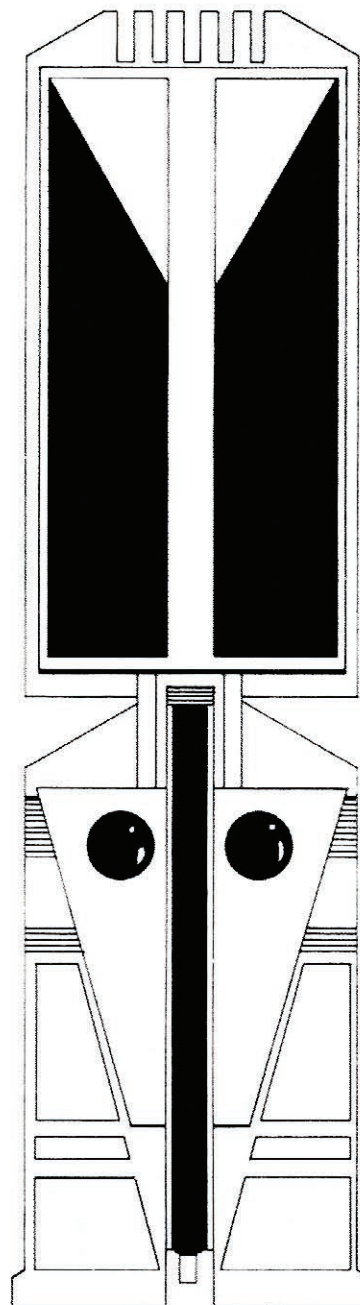


THE
**DOCTOR
WHO**
ROLE PLAYING GAME

TIME FIELD PROJECTOR

When tied into a transmat system, this bulky apparatus could cause an entire planet to be enveloped in a field that wears away the barriers separating times. While in effect, the field allows gradual leakage of persons and things from one era into another. Within 48 hours, the planet will disappear utterly. The world is then in a perpetual time loop, within whose circle all times seem to exist simultaneously.

The Master designed this apparatus from his earlier TOM-TIT experiments, and attempted to use it against the Earth.



Doctor Who Character Data Record

Name: Unknown

Nickname: The Master

	STR	END	DEX	CHA	MNT	ITN
Level	V	V	IV	V	VII	III
Score	17	16	13	19	29	9
Skill Points	Rel / Non-Rel		Rel / Non-Rel	Rel / Non-Rel	Rel / Non-Rel	

Appearance:
 Race: Gallifreyan Apparent Age: Middle Age
 Sex: Male Actual Age: 900+
 Height: Average Recog. Handle: See page 15-17
 Build: Average Notes: 15th Incarnation
 Looks: Attractive

MAX OP END	30	WOUND HEAL	15	INACT SAVE LVL III	12	ARMED COMBAT CONTACT TYPE	ARMED COMBAT RANGED TYPE	UNARMED COMBAT TYPE	Brawling
CURR OP END		FATIGUE HEAL	15	UNC THRESH LVL II	6	LEVEL Sword V	LEVEL Tissue Compres. Elimin. V	LEVEL	IV

SPECIAL ABILITIES: Name: <u>Hypnotism</u> Level: <u>VII</u> Notes: <u>+ 10 to CHA when</u> Rating: _____ <u>determining performance</u> Range: _____ level End Cost: _____	PERSONALITY TRAIT: <u>See pages 25-27 of The Master.</u>	AP
		14
		13
		12
		11
		10
		9
		8
		7
		6
		5
		4
		3
		2
		1

Skill List

LEVEL	SKILL	RTG	LEVEL	SKILL	RTG	LEVEL	SKILL	RTG
_____ m	Administration	_____	_____ m	Medical Sciences	_____	IV m	Space Sciences <u>Astronomy</u>	_____
_____ m	Armed Combat, Contact Weapons	_____	_____ m	General Medicine	_____	IV m	<u>Astrophysics</u>	_____
V sd	Sword	_____	IV m	Gallifreyan	_____	VI m	Navigation	_____
_____ sd	_____	_____	_____ m	Psychology	_____	III sd	Sports <u>Swimming</u>	_____
_____ m	Armed Combat, Ranged Weapons	_____	IV m	Human	_____	VI m	Streetwise	_____
V sd	Energy Handgun	_____	_____ m	Military Sciences	_____	_____ m	Technology	_____
_____ m	<u>Tissue Compression</u>	_____	IV m	Trap Discovery	_____	VII m	TARDIS Systems	_____
V sd	Eliminator	_____	IV m	Trap/Ord. Disarmament	_____	IV m	Astronautics	_____
_____ md	Artistic Expression	_____	IV m	Ordinance Construction	_____	V m	Computer Systems	_____
_____ d	_____	_____	III m	Physical Sciences <u>Chemistry</u>	_____	VI m	Cybernetics	_____
_____ c	Carousing	_____	VI m	Computer Science	_____	VI m	Electronics	_____
_____ d	Climbing	_____	IV m	Mathematics	_____	V m	Force Field Systems	_____
_____ d	Construction	_____	VI m	Physics	_____	VII m	Temporal Science	_____
_____ m	Earth Sciences	_____	_____ c	Public Performance	_____	IV msdc	Trivia <u>Earth Occult Lore</u>	_____
_____ m	_____	_____	_____ m	Security Procedures	_____	_____ msdc	_____	_____
_____ m	Engineering	_____	V dm	Concealment	_____	IV d	Unarmed Combat, Brawling	_____
IV m	Mechanical	_____	VII dm	Disguise	_____	_____ s	Grappling	_____
_____ m	_____	_____	V dm	Lockpicking	_____	_____ d	Martial Arts	_____
IV d	Environmental Suit Operation	_____	V dm	Stealth	_____	_____ m	Vehicle Operation	_____
_____ c	Gambling	_____	VI dm	Surveillance	_____	VII m	Temporal Vehicle	_____
_____ m	Gaming	_____	_____ m	Social Sciences	_____	IV dm	Spacecraft	_____
IV c	Leadership	_____	IV m	Law, Gallifreyan	_____	III dm	Watercraft	_____
IV m	Life Sciences <u>Exobiology</u>	_____	IV m	Political Science	_____	_____ c	Verbal Interaction	_____
_____ m	_____	_____	IV m	History, Gallifreyan	_____	VI c	Negotiation/Diplomacy	_____
			IV m	History, Earth	_____	_____ s	Wilderness Survival	_____

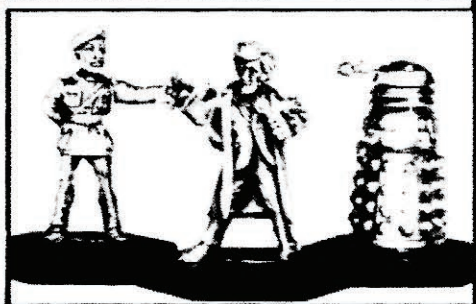
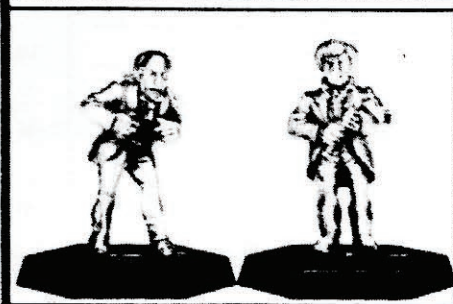
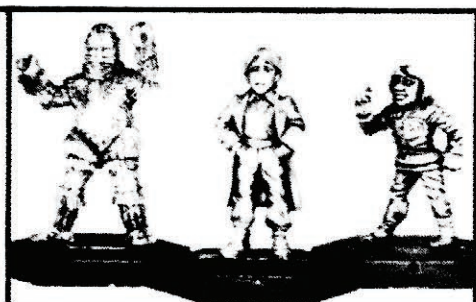
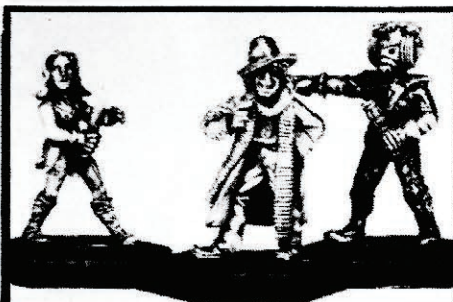
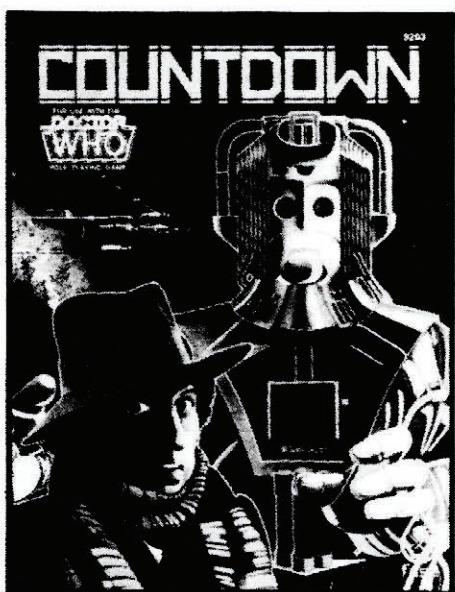
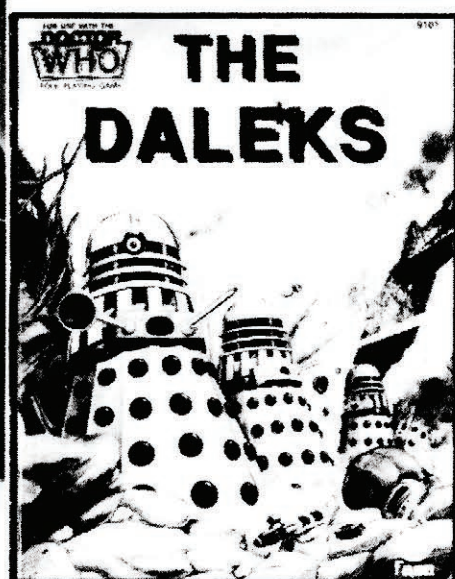
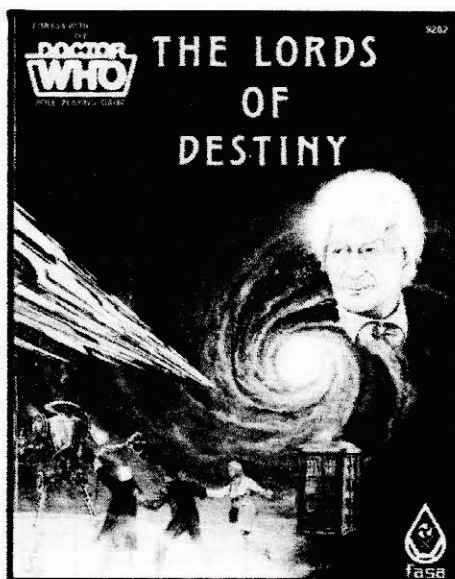
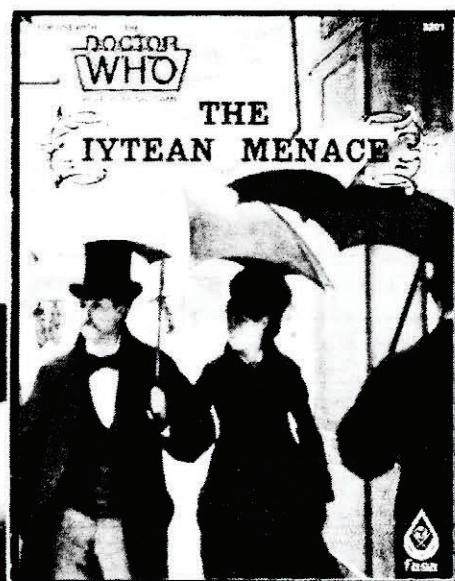
m = mentality-related

s = strength-related

d = dexterity-related

c = charisma-related

OTHER AVAILABLE DOCTOR WHO PRODUCTS





ISBN 0-931787-94-7 FASA1100

Doctor Who © 1985 BBC TV
Game design © 1985 FASA Corporation