**Writing and Design:** Nathaniel Torson  
**Additional Writing:** Andrew Peregrine  
**Line Developers:** Dominic McDowall-Thomas and Gareth Hanrahan  
**Cover:** Lee Binding and Paul Bourne  
**Graphic Design:** Nathaniel Torson  
**Layout:** Nathaniel Torson  
**Editors:** Dominic McDowall-Thomas, Gareth Hanrahan and Nathaniel Torson  
**Creative Director:** Dominic McDowall-Thomas  
**Proofing:** Dominic McDowall-Thomas, Gareth Hanrahan and Nathaniel Torson

**Playtesters**  
Roger Calver, Steve Darlington, Jason Durall, Stephen Firth, Anastacia Gordon, Jason Grey, Kit Kindred, Craig Oxbrow, Allen Shock, Kara Phillips

**Dedication**  
This book is dedicated to my patient, loving wife and eternal companion, Jenny and my son Donovan, who has the remarkable ability to reverse time and make me young again.

**Special Thanks**  
Rob Semenoff, with whom I worked to put function to form on his 2002 TARDIS console (some of which ended up here); Brian ‘Marnal Gate’ Swift for his scholarly work; Dominic McDowall-Thomas and Gareth Ryder-Hanrahan for being just really talented, all-around excellent dudes and, last but not least, the team at the BBC for creating one of the greatest programmes in the history of television.

The Time Traveller’s Companion is published by Cubicle 7 Entertainment Ltd (UK reg. no. 6036414). Find out more about us and our games at www.cubicle7.co.uk

© Cubicle 7 Entertainment Ltd. 2012

BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (word marks and devices) are trade marks of the British Broadcasting Corporation and are used under licence.


PRINTED IN THE USA
1: INTO THE VORTEX...
WHAT'S IT ALL ABOUT?
This book will provide you with detailed new information on Time, Time Travel and Time Lords in *Doctor Who: Adventures In Time And Space*, including:

THE SHINING WORLD OF THE SEVEN SYSTEMS
This chapter covers the basics of Gallifreyan culture, history and law. Here you’ll learn where the Time Lords came from, how they live and how they see the universe, which is particularly useful for those who wish to play as the Doctor, as another Time Lord of their own creation, or even as a regular, non-Time Lord Gallifreyan.

I WALK IN ETERNITY
This chapter expands on Time Lord character creation, with new Time Lord specific Traits and options. It also provides advanced rules for regeneration to use when your Time Lord’s renegade activities finally catch up with them.

TEMPORAL MECHANICS 101
This chapter discusses the physics of Time, including description and rules for various temporal phenomena, like Temporal Nexus Points and the Blinovitch Limitation Effect. It also includes a selection of time travel mechanisms and expanded rules for Time Travel.

THE TARDIS
In this chapter, we talk TARDIS, including descriptions of the various rooms, systems, special manoeuvres and other features that make it the most advanced time travel device in the history of the universe. There is also a new system for creating a unique TARDIS for your Time Lord character.

THE GAMEMASTER SECTION (SPOILERS!)
The back half of this book contains information that only the Gamemaster should see, including secret Time Lord histories and technology, adventure outlines and the biodata extracts for infamous Time Lords. If you are a player, you should avoid reading these chapters as they may spoil surprises that might be in store for you!
HOW TO USE THIS BOOK

There’s a lot that’s new in this book and that includes a few new rules concepts that need some explanation before we go any further...

DICE CONVENTIONS

Occasionally you will be asked to roll an odd number of dice, like a D6 or even a D3!

The ‘D’ part is easy, it simply means roll a Die. In the case of D6, it means roll one six-sided die, i.e. one of the dice included with the main game. A number in front of it means to roll multiple dice, so a 3D6 means roll 3 six-sided dice and add them together. A number following the die result means to add or subtract that number from the total rolled, 2D6+2 means to roll two dice, add them together and then add two to the result.

‘So where in the heck do I find three-sided die?’ you might ask. You don’t need to. Simply roll a single six-sided die, but halve the results (rounding up), so a 1-2 becomes a 1, a 3-4 becomes a 2 and a 5-6 becomes a 3. Easy peasy.

REROLLS

Sometimes, a character might be so accomplished at what they do that they can quickly identify and correct problems that pop up unexpectedly, averting disaster at the last moment. Others are just so lucky, they find that when faced with a wide selection of equally good and bad probabilities, fate tends to ease them down the most favourable path. To represent this in the game, when rolling on the Regeneration, Misjump and TARDIS Damage tables, you will sometimes be given the option to reroll the dice. There are two types of rerolls:

Reroll
For every Reroll you may reroll the die result, but you must use that result instead, even if it is worse than the previous one.

Pick
For every Pick you may reroll the die result and choose the best or most desired result from that roll or the original. You may use multiple Rerolls or Picks on a single roll if you like, using the last result rolled for Rerolls or choosing from all the available results for Picks.

WIBBLY-WOBBLY, RULESY-WULESY...

This book is designed to provide expanded tools for those who like a bit of detail in their campaign, but all of the rules included are optional. It is up to your Gamemaster to decide what to take and what to leave behind, although it is assumed that you will work together to make that decision.

It is also important to note that you should avoid taking the information in this section of the book for granted! Not only does the Gamemaster’s Section include more in-depth and secret information that even a Time Lord might not know, but it is the Gamemaster’s perogative to keep your adventures fresh and exciting! A powerful temporal villain can often bend the rules when they need to, just like Dalek Caan did when he breached the Time Lock around the Time War. So while a true Time Lord knows the Laws of Time, he also knows that, sometimes, those laws can be bent...
MANUAL OVERRIDES
For those instances when you absolutely have
to land in the vicinity of the right coordinates,
it is imperative that you shunt damage away
from critical systems, or you positively have to
be ginger when you regenerate, you may spend
one Story Point to pick the result of your die roll
before rolling on the Regeneration, Misjump and
TARDIS Damage tables. Once you roll, you can
only use Rerolls and Picks.

In addition, instances where the specifics of the
roll result are determined by the GM, a Manual
Override allows you to determine them instead.
The only limitations are your imagination, the
original parameters of the roll chosen and GM
fiat. You could use this to give yourself a slight
advantage, or, you might disadvantage yourself
even more in order to earn additional Story
Points, if it makes the adventure more exciting!

Example: Amy and Rory are trying to land
the TARDIS without the Doctor, who has been
snatched from the ship by a mysterious force.
They are pretty much doomed to failure and an
automatic misjump unless they spend a massive
amount of Story Points. They opt to take the
misjump, and try to minimize it’s effects instead.

Rory’s player spends a Story Point and says
‘fortunately, the Doctor installed an emergency
fail-safe override for just this occasion and told
us, if we were ever in need of it, it would set the
TARDIS on a hardwired course back home.’ As
their original destination was Ploticon III in the
24th century, Rory’s player uses the Story Point
to automatically gain the ‘Spatial and Temporal
Misjump’ result.

The next roll is for Spatial displacement and
Amy’s player kicks in another Story Point to
determine that the TARDIS will land inside their
home on Earth. Rory spends another Story Point
for the Temporal displacement and they land just
minutes after they last left.

So for a mere 3 Story Points, the couple are back
home, safe and sound. Now they just have to
figure out how to find the Doctor again...

Note that the GM has final say on whether
Manual Overrides are allowed in their game, and
may even disallow them on a case by case basis if
they think it will derail the adventure.