



THE FIRST DOCTOR SOURCEBOOK

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CHAPTER ONE:
INTRODUCTION, PLAYING IN THE FIRST DOCTOR ERA, THE TARDIS

INTRODUCTION

It all began on a November night in 1963. Two schoolteachers followed one of their students, a strange girl called Susan Foreman, back to the junkyard she called home. There, they found a police box that was bigger on the inside, and a cantankerous old vagabond who claimed to be Susan's grandfather.

He was a wanderer, an exile in the fourth dimension, a Lord of Time. He was the Doctor, and from that junkyard, they saw all of time and space. A thousand adventures, seen and unseen, followed on from that cold November night.

Who knows what adventures you'll discover, if you walk down the right street and see a strange blue box waiting there for you?

HOW TO USE THIS BOOK

The First Doctor Sourcebook is primarily a Gamemaster's resource for running adventures either with or in the style of the First Doctor. While players will certainly benefit from the background information on the Doctor and his Companions, all of the rules needed to create or portray the First Doctor's Companions are found in the Player's Guide from the main *Doctor Who: Adventures in Time and Space* boxed set.

This book is designed to be a primer on capturing the feel of the First Doctor's era and incorporating it into your adventures. **Chapter One** describes the Doctor, his remarkable time-travelling machine, and the style of the adventures he had in his first incarnation.

Chapters Two to Ten describe the First Doctor's adventures. Each adventure has the following sections:

- **Synopsis:** Where did the TARDIS materialise? Who did the Doctor meet? And what horrible fates awaited the travellers there? This section summarises the key events of the adventure as experienced by the First Doctor and his companions.
- **Running this Adventure:** Next, we discuss how to run the adventure. We get into the nuts and bolts of plotting and gamemastering, how to adapt the adventure to different Doctors or different groups of player characters, and how to use bits and pieces of the adventure in your own games.
- **Characters, Monsters & Gadgets:** If there are important non-player characters, interesting monsters, or shiny new gadgets in the adventure, you'll find them here. Sometimes, we'll give you full statistics for a character. At other times, when their Attributes and Skills are obvious or irrelevant, we'll just list their key Traits.
- **Further Adventures:** So, what happens after the Doctor leaves? (Or what happened before he arrived?) These further adventure seeds give ideas on spin-offs, sequels and alternate histories that expand on the Doctor's initial adventures.

There are lots of ways to use these adventures. You can use our suggestions for Further Adventures, or build your own adventures using the material provided. In fact, if your players aren't familiar with these classic stories, then you can substitute your player characters for the First Doctor and his companions and 'rerun' the adventures. Maybe your player characters will take other paths and make different decisions – can they stop the *Dalek Invasion of Earth*, or escape the *Reign of Terror*? Can they avoid sneezing humanity into slavery in *The Ark*?

