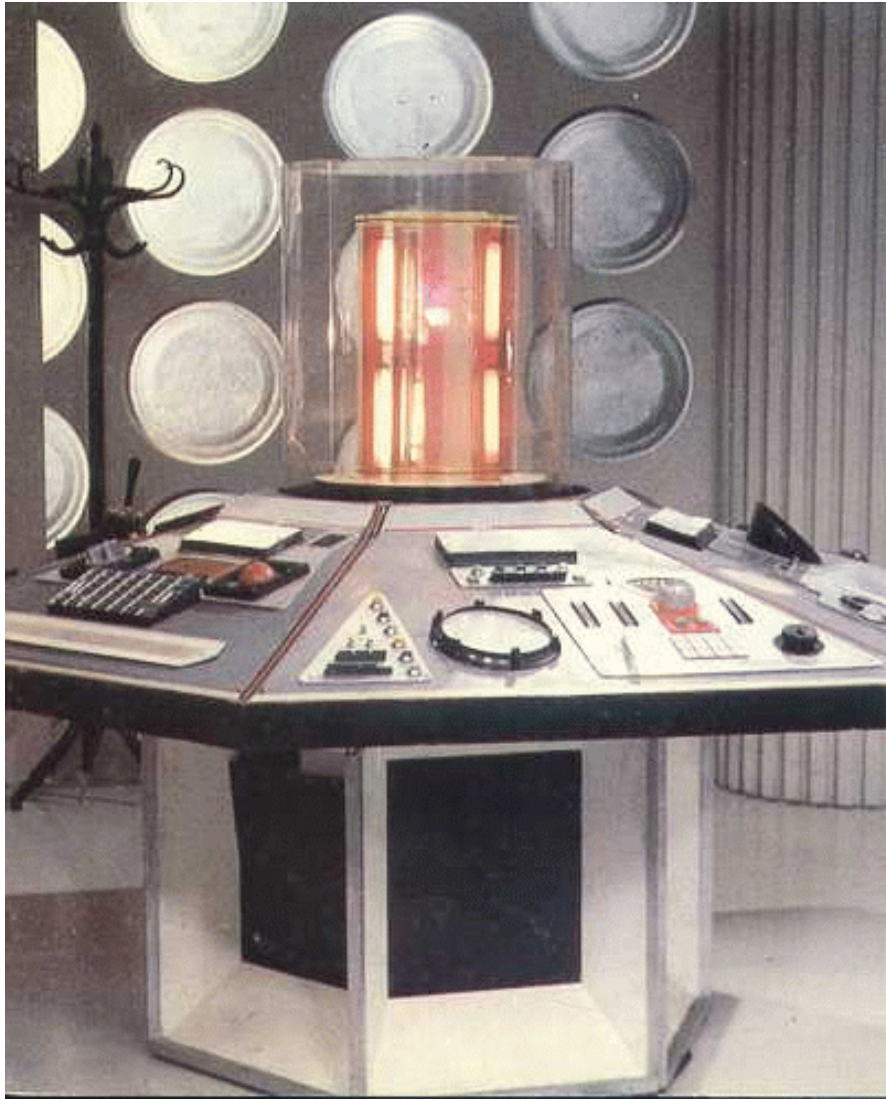


TIME CLAW



Roleplaying Adventures In Time & Space

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WELCOME

Time Claw is an unofficial adaption of the *Ironclaw RPG* mechanics for use for time travel adventures in the multi-verse of the BBC's *Doctor Who* series of television shows, books, movies and audio recordings.

In it you play a character who has been swept up from your proper place in time and space and cast adrift aboard a TARDIS (*Time and Relative Dimensions In Space*) a vehicle which allows movement thru the temporal vortex which touches each and every location in the universe and every point in time at each of these points.

If you are unfamiliar with the Dr. Who series don't worry too much about, most travelers in the game begin with no real knowledge or understanding of the nature of greater reality. Concentrate instead on your character and the rest will eventually fall into place.

Game Managers (Game Host in Ironclaw terminology) will need a copy of the basic Ironclaw RPG book (published by Sanguine Productions Ltd., ISBN 0-97045583-0-4) to work with beyond the information contained in this booklet.

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This is an Unofficial Unsanction and Unlicensed Roleplaying Game Adaption of the Dr. Who Universe using the Ironclaw RPG Mechanics. *Dr. Who* is a Trademark of the BBC. *Ironclaw* is a nifty game system and setting for anthropomorphic roleplaying in a fantasy setting that we have taken the mechanics for and applied them to use in the Dr. Who Universe because it worked for the diverse setting needs. Ironclaw and Jadeclaw are copyright 1999, 2001 by Sanguine Productions Ltd.

No attempt is made here to infringe on the trademarks or copyrights of either the BBC, Virgin Publishing or Sanguine Press. No financial profit is being attempted to be made with this booklet - it's being done just for the fun of it to amuse ourselves, our friends and anyone who happens to be a fan of Dr. Who and feels that the world deserves a roleplaying game in print of some sort for Dr. Who that is fast and easy to play.

No Animals, anthropomorphic or otherwise, have been harmed in the creation of this game. No laws of time have been broken (and very few bent) and great caution has been applied to avoid paradox events.

CHANGES IN MECHANICS

In *Ironclaw* a character is defined by their Attribute, Race, Career(s), Skills and Traits (Gifts & Flaws). We'll touch on each of these in the next few pages as they are adjusted for use in Time Claw. We use d4, d6, d8, d10 and d12 dice in this mechanic at various times.

CHOOSE OR CREATE A RACE.

Nearly all player character races should be humanoid. They can come in a wide range of shapes and forms, but those closest in appearance to humans are usually best. Besides appearance, a race can have gifts (such as Night Vision, Claws, Teeth, Flight, etc.) or flaws, a Racial Habitat (Forest, Plains, Ocean, Arctic, etc.), Heightened racial sense, and up to 4 racial skills.

Players must define a homeworld and time point for their character's origin as well. You can be from anywhere in time and space from 100,000 BCE to 10,000,000 CE.

If in doubt play a human, they have a long time line and lots of possibilities.....

Human, Earth (1 or 2 points)
Gifts : Teeth (optional 1 pt), Extra Move (1 pt)
Flaws : none
Racial Sense : Sight
Racial Skills: Brawling, Dodge, Jumping, Stealth
Racial Weapons : Teeth
Racial Habitat : Varies

Humans generally should not have a Body of more than d12 & d4 at start, and cannot exceed d12 & d12 overall Body or Speed for natural attributes.

Any races of an anthropomorphic nature can be created using the standard *Ironclaw* races.

Players can choose in their character descriptive information and background history whether they come an Earth normal, extra low or extra high gravity world at will. Each has its advantages and disadvantages in character generation.

No race should have a cost of more than 12 points if it is to be used for player characters. All race designs are subject to GM editorial control.

Obvious villain races from the Doctor Who universe or beings who are so unusual physically that they will cause problems will not be allowed (you can't play a Cyberman, Sontarian, Dalek, Ice Warrior, Yeti, Giant Spider, Rooton, Zygon, Silaurian, etc. Also if playing a historical character you cannot play anyone that has obvious historical significance (Leonardo da Vinci, George Washington, Tesla, Socrates, etc.) as this goes against the Genre of the game.

CAREERS

A career is a selection of 4 skills that are related to a job (ex: Marine : a weapon skill appropriate character origin, Carousing, Resolve and Swimming). Players may use from the book careers for *Ironclaw* (see the summary pages at the end of this booklet) or can create their own (but any career you create should only have 1 direct combat skill at most). All careers also assume usage at GM's discretion of the career die for related jargon and social practices associated with the career.

CHARACTER DEVELOPMENT POINTS

Normally in *Ironclaw* you have 20 construction points, from which you pay for your character race cost and all Gifts and additional skills beyond those of race and career.

In *Timeclaw* you have 30 points from which to work with and up to another 20 points from taking flaws. There is a limit of 20 points you can put towards gifts (not counting racial gifts) at creation.

All characters get their Native Language, Native Culture, Native Geography and Native History for free skills at a d8.

All characters get a free d4 in the skill of Resolve at start. They also get one additional hit point more than the standard *Ironclaw* normally provides. Both these additions is to compensate for problems we've encountered previously in the mechanic.

STARTING DICE

You have a dice pool of 6 dice at start to divide among your 4 Attributes, Race and Career:

d12, d10, d8, d8, d6, d4

These may be modified by taking the Gift "*Increased Trait*" (Cost 4 points for increase 1 level, except for raising a d12 to d12 & d4 which costs 6 points). [Reference : *Ironclaw* page 79 or 80 depending on which version of the rule book you have.]

SPECIAL LIMITATION CHANGES

Normally *Ironclaw* limits certain gifts to fit its own natural setting. Since *Timeclaw* is not that setting, the following changes are made to better fit the diversity of our setting. Extra Hit Points, Extra Move, and Extra Traits can be purchased at start or in game beyond the proscribed values if the GM deems such acceptable within your racial limits. Normal humans should not have extra Move more than the 8 point limit.

PHYSICAL CHARACTERISTIC SCALE CHANGES

The standard *Ironclaw* table for calculating a character's height is just plain broken when dealing with human and many humanoid characters. As far as we are concerned, unless your character has unusual racial traits, your starting BODY will be what determines your height at all times. If you increase your body above a d12 it will not change your height (but an exceedingly tall race could have Rank 6 to start)! Your size also is not increased during play from adding to your Body.

Body	Average Height	Size
D4 (Rank 1)	4'8 (14 hands)	8 stone (112 lbs)
D6 (Rank 2)	5'2 (15 ½ hands)	10 stone (140 lbs)
D8 (Rank 3)	5'8 (17 hands)	13 stone (182 lbs)
D10 (Rank 4)	6'2 (18 ½ hands)	15 stone (210 lbs)
D12 (Rank 5)	6'8 (20 hands)	17 stone (238 lbs)
D12 & d4 (Rank 6)	7'2 (21.5 hands)	20 stone (280 lbs)

Note: In *Ironclaw* 1 hand = 4 inches (approx. 10 centimeters) 1 stone = 14 lbs (6.25 kilograms)

The following Modifies Height/Size from the chart:

<i>Has the flaw of <u>Weak</u></i>	<i>-1 Hand</i>	<i>-2 stones</i>
<i>Character is Female</i>	<i>no effect</i>	<i>-2 stone</i>
<i>Has the flaw of <u>Frail</u></i>	<i>no effect</i>	<i>-1 stone</i>
<i>Has the flaw of <u>Failing Health</u></i>	<i>No effect</i>	<i>-2 stone</i>
<i>Has the Gift of <u>Strength</u></i>	<i>+1 Hand</i>	<i>+1 Stone</i>
<i>Has the Gift of <u>Great Strength</u></i>	<i>+1 Hand</i>	<i>+1 Stone</i>
<i>Has the Gift of <u>Incredible Strength</u></i>	<i>+1 Hand</i>	<i>+1 Stone</i>
<i>Has the Gift of <u>Robust</u> (Any Level)</i>	<i>no effect</i>	<i>+1 Stone</i>
<i>Each level of the <u>Corpulent</u> Flaw</i>	<i>no effect</i>	<i>+1 Stone</i>
<i>Character Grew up in Low Gravity</i>	<i>no effect</i>	<i>-2 Stone</i>
<i>Character Grew up in Higher Than Earth Gravity</i>	<i>-1 Hand</i>	<i>no effect</i>
<i>Character has the trait Beautiful or Very Beautiful</i>	<i>no effect</i>	<i>-1 Stone</i>
<i>Character has or gains the Skill <u>Contortion</u></i>	<i>no effect</i>	<i>-1 stone</i>

STRENGTH, LIFT & ENCUMBRANCE

We're modifying the Ironclaw Strength/Lift/Encumbrance rules to better deal with the human size and shape. Basically we use the standard chart, but add a +1 Stone to each step for Lift bonus and Max. Encumbrance. Dice are based on Body. (Increases in Body will increase these values).

D4 = 2 Stones Lift -5 stones max encumbrance

D6 = 3 Stones Lift -7 stones max Encumbrance

D8 = 4 Stones Lift -9 Stones Max.

D10 = 5 Stones Lift -11 Stones Max

D12 = 6 Stones Lift -13 Stones Max.

Modified by :

Weak -1 Stone to Lift and -2 to Max from above

Strength +1 Stone to Lift per level and +2 to Max per level

Character raised in Low Gravity -1 Stone to Lift and -1 to Max

Character raised in High Gravity +1 Stone to Lift and +1 to Max

SKILL LEVELS

Each skill level costs 1 point, maximum is 5 points at start in a skill (d12).

You are NOT limited to the basic skills in *Ironclaw*, since you may want to play a character from a more advanced time period (ex: modern era earth). Some possible extra skills are covered in the next few sections. There is no limit to how many skills a character can learn over time, or how high skills can become.

SCIENCE SKILLS

These skills do not appear in the Basic Ironclaw rules, but are available to characters in Timeclaw of appropriate background and native technology availability:

Biological Sciences	{Botany, Zoology, Ecology, etc.}
Interdisciplinary Sciences	{Includes : Biochemistry, Biophysics, Biomathematics, Bioengineering, etc.}
Medical Sciences	{Anatomy, Genetics, Embryology, Medicine, Surgery, Dentistry, etc.} This Replaces Medicine in Ironclaw.
Physical Sciences	{Chemistry, Astronomy, Geology, Cosmology, Physics, etc.}
Police Sciences	{Criminology, Counterfeiting, Forensics, etc.}
Social Sciences	{Anthropology, Archaeology, Sociology, etc.}

A character can also take one of the sub-skill categories within one of these science skills, to reduce difficulty penalties from working from the 'general' science skill.

TECHNICAL & MISC SKILLS

These skills do not appear in the Basic Ironclaw rules, but are available to characters in Timeclaw of appropriate background and native technology availability:

Communications Technology : Use & maintenance of radio, television, telegraph, teletype, etc.

Engineering : This breaks down into sub-skills, one of which can be the character's favored use. Deals with the design, application and repair (though non-design is harder than design if not possessing the appropriate technology accompanying skill). Usefulness varies depending on which tech-level the world and time period are in and available materials and equipment. Aircraft, Chemical, Civil, Combat, Communications, Computer, Electrical, Environmental, Ground Vehicle, High Energy, Mechanical, Robotics (Cybernetics), Shuttle, Starship, Temporal, Water Vehicle etc. Difficulty increases for doing things outside one's tech level and familiarity with specific equipment.

Escape : Used to escape from a wide number of personal restraints and devices (may be enhanced by lockpicking or contortion depending on circumstances). May use Mind, Body or Speed depending on the type of restraint and situation. Escape can also be used for binding/restraining someone else effectively.

Parafactology : The study of mistakes, misapprehensions, hoaxes, bamboozles, misconceptions, technobabble, and bafflegap. By studying the limits of the possible and examining the things people choose to believe in the face of absence of disproof it allows the mapping of the domain of the "real" and transcend it.

Shuttle Pilot : This is the skill of navigating & piloting any spacecraft designed for flight inside a star system but not between stars, including docking and landing skills. Starcraft Pilots must have this skill.

Stage Magic : This is the use of illusion, misdirection and unusual application of technology to produce effects that resemble magic or alien powers to fool, entertain and mislead others. Includes concealment, sleight of hand etc May be used in combination with fast-talk, holdout, gambling, camouflage, traps, dexterity depending upon what is being attempted with what/who and how.

Starcraft Pilot : The skill of navigating and piloting spacecraft capable of travel between star systems (includes warp drive, hyperdrive, and the older lagships).

Tardis Systems : Maintenance & repair of all essential TARDIS equipment. A skill unlikely For a non-Gallifreyan to start with, but which might be learned by a technically Oriented character during the game.

Transmat Systems : The Maintenance & repair of these devices (Common to many advanced cultures, developed on Earth separately around 2044 CE for instantaneous travel from one city to another. (The Transmat is sometimes called the T-mat system). Usage and availability varies in Earth culture over the centuries that follow, as the energy cost to use is quite high.

THE SKILL YOUR CHARACTER LEARNS ONLY IN PLAY:

Transcendental Lore : This skill can only be learned by a character in play thru GM awarded Learning experiences and represents the character's knowledge of the reality they live in, it's many races, and the hidden laws of the Universe. Want to know why you should never say "Things can't possibly get worse" or to determine if the scratch marks on the floor are made by a cyberman, cybermat, dalek or a cleaning droid? This is the skill that's used.....

RACIAL/PERSONAL GIFTS:

Position Sensing : (1 point) The character has a natural internal compass so they can navigate easily while on a planetary surface.

Rapid Healing : (3 points) The character's body has natural healing facilities and system redundancies that speed the normal process. In game terms they get an extra D12 to roll with their Body Trait Dice vs healing difficulty for long term healing and medical skill rolls used on them.

Regeneration : (5 points) The character has an ability similar to that of the Timelords to return from the effects of violent death, death from terminal diseases or extreme old age (so long as at least a few cells of their body have survived intact). The body remains will go into a state of flux, during which it looks to flow like soft wax, with features and structure changing, for 10 to 60 minutes. The resulting form will be totally healed of all damage, but will look very different from the original and may possess some differences in personality as well as form and abilities. (The dice of the Character's BODY, MIND, WILL, SPEED, RACE and Career(s) will be randomly reassigned by the GM by some method and these will become the character's new dice for each. Other random changes will occur, including lost or gained Traits, Gifts & Flaws but always with a balance to the points of the character before death). Taking this trait allows a character to regenerate from death a maximum of 12 times. *Mechanical forms of regeneration may also exist, but are rare and require very advanced science.*

Temporal Sense : (2 points) The character can determine the time and date based on their personal calendar/body clock and know when they are.

SPECIAL TRAITS:

Because of balance problems in Ironclaw, any trait other than the base 6 starting traits (Body, Mind, Speed, Will, Career and Race) costs only 2 points at start (instead of 3) to get a D4 in at start (5 points for a D6) to have.

The exception are Traits listed here with a '*' (example: Teleport*) which are considered 'Powered' traits, a category that does not exist in the basic Ironclaw rules, the cost for these are the book standard of 3 points for a d4, 7 points for a d6.

The following new traits, which do not appear in standard *Ironclaw* may be racial (maximum of 1 per race except with GM permission) or personal and are scaled.

Bioelectronic Attack* : The ability of certain non-humans to discharge an electric charge (like an electric eel) by touch or at range. It can be used to stun (Fatigue damage only) or to harm. It can be used as part of a normal natural body attack (discharges only on a successful hit, costing 1 Fatigue to the user and doing damage based on the Trait's dice in addition to the normal attack damage) or at range (Cost 1 Fatigue at attempt to hit, whether it hits or not, and doing damage based on trait. Uses Speed to hit, can develop a skill for Bioelectric Accuracy to add to the roll to hit).

Blending : Become inconspicuous at will to other beings, even if very odd looking. This is a ranked ability and is tested against Observation checks.

Chronoport* : This is the ability to relocate yourself, others or objects a short distance ahead in time within the same location, causing them to dematerialize temporarily. Weight limit based on Die size. Costs the character a Fatigue point for each use. If the locale is occupied by another solid object at the point of return then the chronoported target will remain dematerialized until the locale is no longer occupied or can be pushed aside by the arrival of the target. This should be a rare trait. *This trait cannot be gained during game play merely by spending experience points - unless a major event occurs that bestows this ability on you in game it cannot be added after play has begun.*

Empathy* : Detect, Share, Broadcast or manipulate the emotion of others (tested against Will). *This trait cannot be gained during game play merely by spending experience points - unless a major event occurs that bestows this ability on you in game it cannot be added after play has begun.*

Energy Absorption* : A non-human trait, this is the ability to withstand electricity and energy weapon based attacks beyond the normal defenses of the body, either by deflecting them or drawing them into their body's natural magnetic field. This acts as extra soak against purely energy based attacks (but does not help against 'death rays' that are all or nothing death checks, such as Dalek guns).

Hypnotism : The ability to entrance and place hypnotic suggestions in a being using verbal commands and eye contact. (Tested against Will, and skill in Hypnosis).

Intuition : The ability to see relationships between apparently unrelated events or things, to receive odd hunches and feelings. It can be used in place of the unavailable skill *Sixth Sense*.

Percussive Maintenance : This ability gives the character the ability to physically jar powered equipment to start, stop or assist in its repair by a sharp hammering with the hand or a solid kick with a shod foot. Thus it's die can be used with any repair roll or vehicle operation roll (the percussive hit being the last action in the specific repair effort). It can only be used once per scene.

Rebellion : A character with this trait has a defiant streak that makes them resent order and difficult to control. They have a knack for deception, think well under pressure but many find them untrustworthy. This trait can be used with uses of Acting, Disguise, Holdout, Sleight of Hand, to resist Influence rolls or any powers that are resisted by will (such as hypnotism). *This personality trait originates from Sanguine Productions upcoming Jadeclaw.*

Screaming : The ability to scream loudly and distinctly so that your voice can be heard for greater than normal distances and be easily recognized by friends and fellow travelers. Any round that a character with this trait is screaming all opponents/foes/enemies that are in their general area will need to make a will roll against the scream and if the scream is greater then they will be unable to act offensively that round (but may flee and make defensive rolls). An overwhelm on this check will cause the opponent to be at -1 penalty for all rolls the same and on the following round. A character can only scream effectively once per scene. Friends and fellow travelers may make a hearing check, including the screamer's dice, to hear, determine location of and identity of the screamer. An overwhelming success may give some additional information (He sounds hurt, She Sounds like she's being attacked, etc.)

Sensuality : A character with this personality trait must have a sense of humor and a zest for life. They may be considered frivolous, bubbly, hedonistic, and sometimes short on manners. This trait can be included with all Spot, Listen, taste and smell tests, influence rolls (including seduction) and attempts to impress people with how likeable and congenial the character is. *This is variation on a trait from the upcoming Jadeclaw.*

Surprise : A character with this personality trait is a determined and emotional sort, prone to sudden outbursts of laughter, tears, joy etc. They thrive on change, get bored with the mundane and the routine, and are difficult to surprise. This trait should be included with all Ambush tests (whether the ambusher or the target). Use it to resist Psychology, Telepathy, Hypnotism or Empathy manipulations. *This is a variation on a trait from the upcoming Jadeclaw.*

Telekinesis* : The ability to move and manipulate objects with your mind. If trying to do fine manipulation (like picking a lock) you use your skill die as well. Limit is your ability die in this as if it was your body that was lifting (Up to maximum Encumbrance). *This trait cannot be gained during game play merely by spending experience points - unless a major event occurs that bestows this ability on you in game it cannot be added after play has begun.*

Telepathic Communication* : The ability to communicate mentally over a distance (it does NOT include mind control or mind reading, though you could combine it with Hypnotism). The further someone is away the harder it is to use this ability and it can be resisted with Will. *This trait cannot be gained during game play merely by spending experience points - unless a major event occurs that bestows this ability on you in game it cannot be added after play has begun.*

Teleport* : This is the ability to relocate yourself, others or objects to another locale within Line of Sight or to a memorized locale within the same planetary system. Weight limit based on Die size. Teleport costs the character a Fatigue point for each use of the memorized locale option. A solid object cannot be teleported into another solid object and attempts to do so will fail. *This trait cannot be gained during game play merely by spending experience points - unless a major event occurs that bestows this ability on you in game it cannot be added after play has begun.*

UNUSUAL GIFTS/TRAITS:

Attractive (1) A character with this trait has above average physical symmetry and good looks that can influence others. This gives them a second “favored use” ability to the influence related skill of their choice (ex: seduction, leadership, intimidation, fast talk, diplomacy, oratory, law, etc.)

Beautiful (2) A character with this trait is strikingly beautiful and could enter beauty contests. Their physical symmetry can influence others that are attracted to them sexually . This gives them a second “favored use” ability to two influence related skills of their choice (ex: seduction, leadership, intimidation, fast talk, diplomacy, oratory, law, etc.) (Or three favored uses in all with a single influence skill).

Very Beautiful (3) A character with this trait has beauty within their species that is striking and obviously exceptional and singular. This gives them plenty of ability to influence others. They get a second “favored use” ability to three influence related skills of their choice (ex: seduction, leadership, intimidation, fast talk, diplomacy, oratory, law, etc.) (Or this can be split around to have an extra 2 and an extra 1 on two separate skills, or 4 favored uses on a single skill).

UNUSUAL FLAWS:

Alternative Timeline (-1) A character with this trait comes from an alternative timeline to the main one of the campaign, and has some major misunderstandings of the nature of universal physics, history or area knowledge that may cause them to make errors along the way.

Bane (-3) A character with this trait takes *slaying* damage from weapons of a specific type, made from a specific material or treated in a specific way which would not have this effect normally. An example is a Bane of Silver weapons (plated, coated or made from silver).

Delusion (-1 to -4) A character with this trait believes absolutely and completely, with no chance of being convinced otherwise, something that is completely and absolutely untrue and which will affect their actions in game. The value depends on the Frequency and the Severity of the delusion coming into play. (*For Frequency and Severity See Flaws determination of the basic book, Page 91*)

Easily Hypnotized (-2) A character with this trait is at a -1 Penalty to their Will roll vs Hypnotism.

Environmentally Limited (-1 to -4) A character with this trait has problems in certain environmental conditions that reduces their functionality on all rolls by 1 or more dice levels. These must be problems beyond those normal to a human in the same situation. A character that has excessive problems in a higher gravity, lower gravity, no gravity or lesser or

greater air pressure are good examples. -1 for each die lost from all rolls. Be careful taking this, as it can be debilitating if your character takes too severe a reduction - if you take a -4 dice ranks to a higher gravity and you have only a d8 or d10 body, you will be unable to move except at a crawl if you encounter this condition.

Unique Scent (-1) A character with this trait has a natural body odor that cannot be easily disguised or hidden and which makes them easier to track, and gives them a penalty when trying to disguise themselves as someone else or being stealthy.

WHAT IS NOT USED FROM IRONCLAW:

No Magic or Magic based Careers. Magic in Dr. Who is always explained as Gifts or Power Traits (often of Alien or Psionic origin). This includes no Atavists or magic items.

No material from the Supplement books of the Ironclaw setting.

No Traits of nobility, guild membership, wealth, atavist, hospitality, local investiture, scofflaw, second sight, magic resistance, sixth sense etc.

Foes Flaw or Rivalry only if they are also time travel capable, or likely to be featured regularly in various times and places(ex: A Time Lord Foe, all Cybermen or all Daleks as a Foe, a party member who is a rival, etc.)

We will be using the original edition dice comparison method for determining success, not the revised edition single die method as its generally believed that this gives better mathematical results and requires less rule memorization.

No Character can raise their Body or Speed beyond 2d12 without special permission.

EQUIPMENT:

Since this is a Dr Who based game, you own what you can carry with you easily (clothes, weapons etc). Anything highly unusual, valuable or complex technology will require GM approval and taking the Belongings Gift for each item.

Items not bought with the Belongings Gift may be subject to loss, destruction, theft, or damage permanently, while belongings that are bought can only be temporarily lost, stolen or destroyed for a storyline (and then will be replaced in some way or repaired).

SPECIAL COMBAT RULES:

The Martial Arts tentative rules for Ironclaw/Jadeclaw are NOT being used in full, since they are not yet official and subject to change, and add another level of complexity to the system that is unwanted for this genre. Some exceptions and additions to the combat rules have been added to fit the genre instead.

Disarm Attack : This is a maneuver with any weapon or hand attack to remove a non-attached single hand weapon from the hand/limb of an opponent instead of doing damage. It gives the target that you are trying to disarm a +2 Bonus (dodge/parry.block). If an overwhelming success occurs in disarming the target will be reeling the next round as well.

Larger Targets : When using a ranged weapon against a target of greater than normal human range size, such as beasts the size of a full grown horse or larger, many vehicles, buildings, etc. the GM should give a bonus of at least a +1 (but not more than +3) to hit the target, unless the target is moving at very high speeds..

Penetrating Attacks: This is a maneuver with any weapon attack to strike armored opponents more effectively. This is important when facing some of the more powerful creatures in Dr. Who and when successful represents striking at vulnerable body locations or unprotected areas. It gives the target being attacked a +2 Bonus to their dice to defend (dodge/parry/block), but if they are actually successfully struck they will lose all their armor dice from their soak of damage (and thus not roll it). If the attack roll is overwhelming the damage done by the attack is Slaying Damage instead of the normal special for the weapon.

Rapid Fire Weapons : Some guns and energy weapons may be encountered that are rapid fire weapons, such as the common Unit issue Machine Gun. Since generally in Dr Who these are not used to strike multiple targets but to fire multiple rounds at a single target, they get an extra damage die for each additional round fired when they actually hit a target. How many rounds are being fired must be announced before the roll to hit is made by the shooter.

Slaying Damage: Is not used in *Timeclaw* for normal firearms. It is used by some energy weapons used by alien races. Guns for a special, instead of this, get an Impale or Knockdown.

CREATIVITY ENCOURAGEMENT

Creativity in a roleplaying game is the most vital tool possible. This means that anything that you cannot find in Ironclaw or within the pages of this handout that is not specifically forbidden might be possible if you present it to the GM and are willing to accept limitations or cost factors for its usage that the GM feels it's needed to balance within the game. Thus new Traits, new Skills, new Careers, new Races, new Gifts, Weapon specials, Combat Maneuvers, Skill Maneuvers etc. are all possible.

WHIPS

One weapon type that was left out of the Ironclaw rules that should obviously be covered (since they can be very flashy and theatrical without necessarily being horribly fatal like many higher technology weapons).

Basically we'll revise the Flail table for weights and base damage for the weapon, but will not give Strength to include in the damage. They cannot be used at extreme close (1 pace or less) range. Like a flail the target will have a -1 Penalty to Block & Parry a whip. Whips are not usable for a parry against attacks. The Dexterity Trait can be used in attack rolls with Whips. Whips cannot be used in areas with less than 1 pace of empty space around the user in all directions.

Load	Reach	Damage
1/16	2,3,4	d8
1/8	2,3,4	d10
1/4	2,3,4,5,6	d10, d4
1/2	2,3,4,5,6	d10, d8
3/4	2,3,4,5,6	2d10, d4

Specials :

Disarm (automatic if load is same weight or greater than opponents weapon, automatic if opponent's weapon is one-handed; does no damage usually).

Entangle : Opponent is grappled by the weapon, pinning their arms to their sides.

Knock Down : Target is knocked prone as their legs are pulled out from under them.

Expert Specials (ala Jadeclaw):

(These require Expert Skill Level (d12, d4) or better and must be bought with construction points or experience.)

Improved Disarm (1 pt) If weapon weighs more than opponents you automatically disarm them and also you strike for damage (Sting of the whip).

Improved Entangle (1 pt) Opponent is grappled by weapon and loses 1 Fatigue. Costs no action or opportunity to release your foe from your weapon.

Heroic Specials (ala Jadeclaw)

(These require weapon skill of Heroic level (2d12,d4) or better. Price listed is in Construction points.)

Blinding Strike (2 pt) Unless the target is wearing armored helmet, or no damage gets thru the soak, they will suffer the permanent loss of an eye.

Fantastic Disarm (1 pt) Automatic disarm, no matter weight of weapon, and can strike them for damage at same time if desired.

Basic Advantages:

Price listed is in Construction Points.

Quick Draw (1) You may ready a carried whip without suffering awkwardness, unless it is concealed.

Quick Ensnare (2) You may strike a secured object (tree limb, railing, projecting rock, chandelier, etc.) with your whip and use it to climb or swing from it as if it were a secured rope, and then release it at will with a flick of the wrist. (Aka the Indiana Jones Maneuver).

NETS

(With thanks to Richard Stewart)

An odd weapon used in gladiatorial combat, the net is a mundane tool turned combat tool. Used to entangle an opponent or their weapon a net is usually swung in a sweeping motion to wrap around the target. Oftentimes, this weapon will be used in tandem with a trident. For game purposes the Net is considered a Medium Specialty Weapon and does not cause ANY damage. The net may also be used for defense in the same fashion as a Cape.

When using the Net, if you score an Overwhelm Hit, choose which special you want (Entangle (Without Damage), Grapple, or Trip) after scoring the special hit but before rolling the Damage Test.

Special: Entangle (Without Damage), Grapple, OR Trip

TRIDENT

(With thanks to Richard Stewart)

Originally used as a hunting weapon or farming tool, the Trident has become a favored weapon in gladiatorial combat and a specialty weapon for some caravan guards. The trident's center fork is used for stabbing. For game purposes the Trident is considered a Medium Spear. This weapon may also be thrown.

Special: Impale

NEW ACROBATICS ABILITIES

(These require the Acrobatics Skill to purchase, and some come from *Jadeclaw*.)

Acrobatic Dodge (1 pt) Usable when your hands are empty, you are not encumbered, and you have at least 6 paces of open space to move into. This is either backflipping or cartwheeling away from an attack, and let's you include your Acrobatics die in your dodge as you move your stride away from your attacker.

Climbing The Mountain (1 pt) Usable when there is a wall nearby and stride is 3 or greater. Allows you to run up the wall, backflip off of it and strike your opponent. Let's you includes your acrobatics dice with your to-hit.

Ground Fighting (1 pt) Requires Acrobatics of d10 minimum. Allows you your full defenses while lying down or prone.

Instant Stance (1 pt) Requires Expert Acrobatics of d12 & d4 or better. Can rise from a lying position to standing instantly with no roll required.

Roll With Blow (1 pt) Requires Expert Acrobatics of d12 & d4 or better. Used when you retreat, you can include your retreating die with your defense dice to avoid getting hit, and your soak dice to avoid suffering damage.

NEW CONTORTIONIST ABILITIES

Cornered Fighting (1 pt) Requires Contortionist Skill (d10 or better). When using this maneuver you cannot attack but get twice the normal number of Parries and Blocks, just like Guarding. In addition your ability to defend becomes superior : treat failed to-hit rolls as Overwhelming Failed To Hit Rolls, allowing you to claim your exploit against the attacker.

Serpent's Hold (1 pt) Allows the use of Contortion Skill dice with your Wrestling Dice when attacking to grapple with your limbs.

Exploit : Strength Of My Enemy (1 pt) Requires Expert Contortionist Skill (d12 & d4 or better). Usable when you parry a melee attack that has a reach of 1 pace or less. Allows you to redirect opponent's attack to their own person! Roll their weapon damage without any strength dice vs the Target's soak and armor.

NEW COMBAT MANEUVERS:

Attack Twice (1 pt) Requires a Weapon Skill of Expert Level (d12 & d4) or better. Usable with any Easy, Favorite weapon. You launch two To-Hit Rolls, one on the first rank and one on the second. For both attacks remove your highest die (usually a d12) before rolling. Your opponent must defend against each attack separately. Since many combatants only get one parry they may have to depend on a different defense against your second attack.

Defensive Stance (1 pt) Requires Resolve of d10 or greater. Usable whenever the character is defending, they get double their normal number of parries and blocks.

Drunken Style (2 pt) Requires Carousing Skill. When intoxicated the character can include their Carousing dice to attack and dodge and take no penalty for being intoxicated to attack or defense rolls.

Knock Down (1 pt) Usable with a Favorite Weapon. Attack causes no damage to your target. Instead roll your Strength and Weapon Damage vs the Target's Strength, Acrobatics and Contortionist dice. If you succeed your foe will fall down.

Tricky Maneuver (1 pt) Useable with a Favorite Weapon. You try to use your skill to fool your opponent, to strike them in an unexpected way; however you will also make yourself vulnerable if they see it coming. With this maneuver, on your to-hit roll treat any Success as an Overwhelming Success; however treat any Failure as Overwhelming Failure. Characters with the Surprise Trait can include it in defending against or in using to attack with this maneuver.

NEW DEFENSES:

Parry Arrows (1 pt) Requires Expert Skill Level (d12 & d4 or better). Usable with an Easy Favorite non-projectile Weapon or Natural Weapons. You can use your parry against arrows.

Parry Bolts (1 pt) Requires Heroic Skill (2d12 & d4 or better). Usable with an Easy, Favorite Weapon. You can use your parry against crossbow bolts.

Parry Thrown Objects (1 pt) Usable with a Favorite Easy non-projectile Weapon. You can use your Parry Defense against thrown objects and sling bullets.

Portentousness (3 pts) Requires the Intuition Trait. Usable once per round, any time that you could normally dodge as a defense including against homing and exploding attacks. Your defense roll becomes your Intuition, Speed and your Mind dice against the attack. *This is NOT the same as the Jadeclaw version of the defense.*

Second Block (1 pt) Allows you to block twice per round.

Second Parry (1 pt) Usable with your Favorite Weapon. Allows you to parry twice per round.

STARTING PREMISE :

All of you have encountered a strange object which turned out to be the entrance to a TARDIS. No one was “in charge” when this was first encountered, but you later discovered that the vehicle itself is sentient and telepathic within its own confines with those who enter it. It is busy exploring and wandering the universe with its own odd goals and has decided to collect a bunch of “companions” to crew it and wander around fixing what it perceives as “problems” with their involvement. They know the vehicle as “Duck” or “Ducky”.

Why Duck? Because it likes Ducks... it has a whole pond of ducks...

EXPERIENCE

I find the basic award system too limiting and the GM we have for Ironclaw has always made the ‘extra’ point block be a competitive one that only one player would be awarded. This has made for very limited character development and there is a high dislike by many of the players that would be playing Timeclaw for this kind of competitive playing style.

So for Timeclaw we’ve changed the experience system to reflect a different set of values. Everyone gets a ‘flat’ point award for being present and involved in the game, of 3-2-1. Then the GM privately awards additional point blocks (which can be combined with those from the flat block but not with each other). These blocks will range from 0 to 3 in each category.

Cooperation
Idiom
Genre
Humor
Creativity
Effectiveness
Learning Experiences

Cooperation: This marks the ability of the character/player to work with the others “as a team”. We wanted to discourage ‘loner’ characters in our games as they are usually more disruptive than useful or interesting to have around.

Idiom: This is the ability of the player to portray the character as defined to the GM. If the honorable character does dishonorable acts they will not be awarded idiom points. If the Heroic character acts cowardly (or the coward acts the hero) then they are acting outside their idiom. If the player uses out of character knowledge to succeed then they are definitely out of their idiom.

Genre: This is the ability of the player and character to stay within the proscribed genre of the game. In Dr Who a “Kill everyone, loot the bodies” playing style is not within Genre, and neither is failing to investigate a mystery or trying to make huge amounts of financial profit. *One place I’m bending the rules here about is romance and sex - although they did not happen much in Dr. Who this is a mature Dr. Who game and we accept the presence of such occurring within the game so long as its within character idiom.* A character that tended towards lots of foul language (unless in an alien tongue and never translated) would be outside Genre as well.

Humor: We appreciate the humorous side of life within our games as well as the serious. So those who say funny things or take funny actions that do not detract from the game will be awarded.

Creativity: This is for clever thinking and actions and finding ideas to get thru situations that the GM has failed to plan for and which make the game more interesting. It will also be used to award points for folks who put extra effort into their characters (producing artwork, journals, fiction, etc. related to their character).

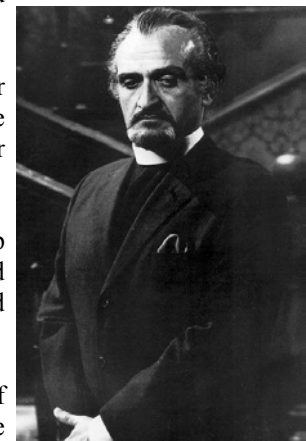
Effectiveness: This is the ability of the player and character used to advance the story line and its events. A character that simply hangs around and does nothing but follow folks around until the big action scene will find themselves not getting too many of these points, those who actually keep the flow of the game and in-character play going and who take action instead of reaction will get effectiveness points.

Learning Experiences: these points may come earmarked for a specific skill or trait, or may be a loose block like the rest. Basically this is the character learning something about themselves, the universe, or their fellow companions during events. This is the fuzziest category, and includes rewards for those who take risks (successful or not) that can be learned from. These will be the rarest points awarded within the game, and often 0 will be awarded here.

So, instead of the standard 10 or 11 point award limits of basic Ironclaw we have a wider range of points (but getting a 3 point block in all categories will be nearly unheard of, more likely is a 6 to 15 point award (assuming 1 point in most categories, and a few greater point awards for a session).

This also gives the players something they complained about the lack of under the group point award system we used in GURPS, feedback from the GM in regards to the game and their playing and some guidelines as to what is valued with the game by the GM and players.

Now, the information will be distributed on index cards to the players (either at the end of the session or the start of the next session) and thus be kept private. This is to reduce the competitive problem that occurs in many games by handing out eps.



WHAT EXPERIENCE BUYS:

Experience can be used to raise Skills, existing Base Traits (Body, Will, Mind, Speed, Career or Race) or to buy new Skills, Gifts (non-racial) and New Traits. Generally the GM wants a little bit of justification in regards to buying new things, such as a source of information for a skill (though some skills can be learned just thru practice, especially physical ones) etc. A character should not just suddenly develop Telepathy, that would be out of Genre, unless there was a good reason in game.

Occasionally the GM may steer your experience gains, thru Learning Experience point awards, into things that make direct plot sense to reflect events (ex: the GM may put points into Telepathy for a character that has had their first encounter with a telepathic race that has somehow altered their brain in the process).

Skills cost 5 experience points to buy or to raise to the next die. There is no limit on how many skills are bought on a character thru experience.

Gifts cost 5 experience points for each construction point they are listed as costing.

Base Traits (Body, Mind, Speed, Will, Careers, and Race) cost 20 points to raise to the next die. (Buying a new Career costs 15 experience points to start, then 20 points to raise to the next die).

Other Traits (except Powered Traits) cost 10 experience points to buy and 15 points to raise to the next die. Powered Traits cost 15 experience points to buy and 20 points to raise to the next die. No character, except with special GM permission, can have more than 5 additional traits, including extra careers.

Changing the favored use of a Skill costs 1 experience point.

Advantages, Advanced Maneuvers and Specials on Skills cost 5 experience for each point of construction point cost.



GLOSSARY OF TERMS & CONCEPTS

Since not all players are familiar with the game mechanics or the setting here are a few definitions of things covered in this booklet. Game Mechanics terms are in the Ironclaw font for quick visibility.

BLOCK DEFENSE : One of three possible basic defenses (Block, Parry or Dodge). To Block you must have a Shield or Cloak ready for use by a limb. Shield uses Speed and Shield Dice. Cloak uses Speed and Cloak Dice. Only one block per round is usually allowed.

BONUS : a modifier applied before dice are rolled, raising the dice up one value or more. Example: The GM grants a player a +1 to their roll to Disarm a Trap, their MIND is a d10 and their Traps skill is a d8 and thus are raised by the bonus to a d12 and a d10 accordingly.

BOTCH : Rolling all 1's on your dice.

CHARGE MANEUVER : A headlong tackle by one combatant at another, moving at their Dash and a To-Hit based upon Brawling & Body (A character with skill at the game of Football or Rugby may include that skill as well in their to-hit roll). After a charge, whether successful or not, the attacker will be reeling.

Celestial Intervention Agency : A secret organization of Timelords that takes direction action to intervene in history without approval of the High Council. The CIA acts to prevent major universe time line disruptions, seeks to prevent full range time travel from developing in hostile expansive societies and occasionally to shape universal history to fit its own believed path for the good of all (not just Gallifrey as the High Council is expected to). The CIA are perceived as renegades since they choose to intervene and thus violate the rulings of the High Council.

CLUSTER : A measurement for a sphere with a radius of three paces.

Companion : a being that travels with a timelord who is not a timelord or even necessarily a Gallifreyan. Companions who are not Gallifreyan are not generally allowed on Gallifrey. Technically the crew of Duck are companions of Duck even though no timelord is present.

COVER : Things you can use to dodge/hide behind to reduce the chance of being hit by ranged attacks. Soft cover is things like bushes, small trees, etc. and gets a d8. Hard Cover are large trees, stone walls, buildings, and gets a d12. Other combatants can be used for cover, their value as cover is their Body die.

CVE : Charged vacuum emboitments, a kind of tunnel between universes used to stabilize N-Space. CVE's can be used by TARDIS units for cross-universe travel, on purpose or by accident.

DASH : All out running distance measured in paces. A character who is Dashing is not taking any other action, unless they are charging a target..

ENERVATED DAMAGE : Only damage dice that Overwhelm will cause a hit, and then only one hit.

EXPLOIT : The opposite of a Special, an Exploit is something you can take advantage of in combat from a lucky break or an opponent's clumsiness. Only one exploit can be used at a time. Most exploits are used when one overwhelms in making a defense roll.

First Law of Time : Programmed into the circuits of all Tardis control systems, this prevents a Tardis from materializing within 100 Light Years distance of another temporal version of itself (past or present) that is currently materialized. This is to avoid the dreaded problem of passengers coming into contact with themselves and altering their own timestreams, and possibly damaging the fabric of space time itself. This law can be overridden by a code sent by the High Council of Gallifrey (and also occasionally by direct tampering with the circuits it resides in, though at possible risk of loss of all time mobility by the TARDIS if done wrong).

FOCUS : A Universal Maneuver, a character takes no action for a round as they build an advantage (usually a bonus to strike) on the next round.

Gallifreyans : The first humanoid civilization in the universe evolved on the planet known now as Gallifrey, and these beings became also the first to master time travel. Because of their early development they established the morphic field for humanoids making it more probable that races evolving later would also be bipedal and binocular. Non-human races only evolved in environments that would be hostile to humanoids. They developed the technology that built the TARDIS.

GUARD : An all-out defensive posture taken at the start of a Round. A character that is guarding cannot attack. They gain a +2 Bonus to all defense rolls, and can parry and block twice as many times as they would normally. While guarding one cannot move, nor can one generally act (except carry on speech) including one cannot use a powered trait etc.

MARTIAL ADVANTAGES : A catch-all of martial arts abilities that modify other maneuvers, actions or circumstances. There is no limit to the number of advantages you can claim at one moment.

MARTIAL DEFENSE : This is a defense designed to improve a normal defense (Block, Parry or Dodge) or a separate new defense.

MARTIAL MANEUVERS : Useable as your combat action for that round, you can only use one Maneuver per round. Many maneuvers require to have skill at a specific level or to have purchased special maneuvers with character points or experience points.

N-Space : Normal space within the Dr. Who Universe. Normal space violates the Second Law of Thermodynamics by not being a completely closed system, and thus avoiding entropy, thru the use of stabilized CVE (charged vacuum emboitments), a kind of tunnel between universes, that allows entropy effects to be trickled off into other universes, mostly pocket universes like E-Space.

OVERWHELMING SUCCESS : A die result that is larger than an opposing die by a result of 5 or more.

PACE : A pace is one meter distance in Ironclaw (despite the fact that a pace is 30" in empirical measurement and the system otherwise tries to use empirical measures).

PENALTY : When a penalty is applied to a normal roll, you must re-roll all your dice and take the worse score out of all the rolls. If additional penalties are applied, you must re-roll additional times and take the worst result of all the rolls (based on the value of the highest die result). For damage rolls with penalties you must remove your lowest die from the damage roll for each penalty (and if you have to remove all your damage dice you can only harm the target if they have botched their soak roll).

PHASE : A combat round is broken down into three Phases, generally one of which a character can act. Which phase one acts is determined by your choice of action (Using an Awkward weapon, for example, is a 2nd phase action. Striking with two weapons in Tandem is a 2nd phase action, as is striking Hard or Striking Sure. Striking Fast is a First Phase Action, as is a Charge).

PULLED BLOW : A choice made on any non-ranged attack before the attack is made, to inflict only Fatigue damage instead of normal wounding damage by restraining the effort of the blow. This is often done in sparring contests or to subdue an opponent, or to avoid lethal results.

REELING : The result of a charge or some overwhelming combat results, or when injured and failing their resolve test. A reeling character is off balance and may even be knocked prone. While reeling_a character is at a -1 Penalty to defend. Their next action must be spent recovering.

Renegade : A timelord that has renounced their position within Gallifreyan society. Most renegades leave over political or academic differences, but some leave for philosophical reasons or to avoid official duties and responsibilities. Renegades are not necessarily criminals.

ROUND : A Combat round consists of 6 seconds, and is broken in to 3 phases.

RUN : The Run is a long Maneuver, where a combatant moves their Dash three times in one round. Combatants that run cannot attack, and can only use their defenses (Dodge, Block or Parry) if they abort the Run to do so.

SLAYING DAMAGE : Each damage die that succeeds scores two hits instead of one. Thus all regular successes give the result of what is normally that of Overwhelming Success.

SPECIALS : Used when you Overwhelmingly succeed on a to-hit roll. Only one Special can be applied on an attack. Most specials are intrinsic to a specific type of weapon. Some are free for the weapon, others require special knowledge or training and must be bought with character points/experience.

TARDIS : An acronym for the phrase "*Time And Relative Dimensions In Space*" which is used to describe the function of the "Time Capsule" in which the characters are traveling thru Time and Space (also known in the game as "The Duck" or "Ducky" or "Mister Duck" since it apparently has a personality and personal identity to distinguish it from other TARDIS Time Capsules. Built on Gallifrey by the Timelords, the TARDIS series of vehicles are considered relatively obsolete by "current" Timelord technology, and only a few are believed to still exist (and several of these are museum pieces, disabled, in the hands of renegades and criminals, or in the control of the Celestial Intervention agency). The exact details of their operation should begin as a mystery for the player characters... but they will obviously note that the Capsule is considerably larger on the inside than on the outside, and that the outside shape is subject to change in an attempt to blend into the environment it arrives within.

Temporal Barrier : A point in time, some 10,000,000 years in Earth CE calendar, that no TARDIS has been able to pass beyond. It is believed that either Gallifrey or the Universe may expire at that point in time. A secondary barrier is that the TARDIS cannot enter into the Gallifreyan timeline except in "current" time as Gallifrey knows it. And finally a third barrier apparently exists, though some have claimed to find a way to get past it, in that one cannot travel to a time before Rassilon established the Eye of Harmony that is the source of all Timelord power for their vehicles.

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GAME MANAGER / HOST SECTION

If you are interested in running a Timeclaw story, then the notes in this section may be useful. They are NOT intended for players to view as they could ruin part of the fun, since they break down many concepts into mechanic terms that will detract from your fun knowing about in many cases.

Vampires

One of the more obscure enemies in Doctor Who (they appear in only one tv storyline and 2 of the supplemental novels), Vampires make a good potential threat for characters to deal with in a secluded area.

Vampires are of two types, Major and Minor. Major ones should be avoided, they take spaceship (bowlship) to kill by ramming them, primarily lurk underground or in another dimension and rarely make a personal appearance.

Minor vampire are the servant humanoid of a major vampire. They may be abandoned (and have no contact with an actual major vampire) or they may be actively gathering life energy (which can take hundreds of years) to bring a major vampire from outside the normal space/time continuum. They can pose a real threat to players thru deception, subterfuge and hypnotism of party members or locals in an encounter.

Older Minor vampires can, with time and effort, convert a humanoid into a New Minor Vampire, subservient to their control. These new minor vampires might be restored to their previous lives if the one that converted them is destroyed within a year of their conversion. A New Minor Vampire will have their Vampire racial skills at d4 to start, and will have their Body raised to a d12 in the process (if not so already).

Overall Racial Gifts/Flaws:

Teeth (1)
Keen Ears (1)
Extra Move (4)
Blood Hunger (-4)
Bane : Thrusting Weapons (Spear, Sword, etc.) (-3)

Optional Gifts/Flaws:

Incredibly Robust (7)

Optional Traits (gained over time):

Hypnotism
Telepathic Communication*

Racial Skills:

Brawling
Dodge
Jumping
Stealth