

THE DOCTOR WHO CYOA

How would you like to go on the journey of a lifetime?

I'm not just talking about visiting another world here.

I'm talking a tour of all of Space and Time.

You'll get to see the greatest legends of history, the future of the human race, and worlds you never thought were possible.

Best of all, it's going to be a guided tour. And your tour guide?

He knows all the sights, all the people, everything you have to see, experience, or survive by the skin of your teeth.

They call him the Doctor. Maybe you've heard of him?

He's a madman with a blue box which is bigger on the inside, that can go anywhere and anywhen in the Universe.

He's in need of a travelling companion. I put in a good word, and he'll be taking you with him for the next ten years. If you can keep up.

I ought to warn you, though - it's not going to be a safe trip.

The Universe is a dangerous place, and the Doctor usually finds himself in the middle of the worst of it. Which is just how he likes it.

Then again, what fun would things be without some danger?

Anyway, before I forget, here's a little something for the road.

+1000 CP (CHOICE POINTS)

Now hurry along - wouldn't want to keep a Time Lord waiting.

THE DOCTOR

So, who is your mysterious new traveling partner? Well, that's a good question. You see, the Doctor isn't human - he's a Time Lord, hailing from planet Gallifrey. He's nearly immortal, and when he should die, he instead Regenerates. This completely changes his body, and to some degree, his personality. While he'll always be the same person, each Doctor will be very different. So, which one are you going to end up with? And what will he be like? For 100 CP, you can choose. Otherwise, roll on the table below.

Pick		The Original: Grumpy, smug, and controlling, the Doctor's first incarnation can be hard to get along with until he warms up to you. However, he has his compassionate side, and will eagerly act as your mentor, imparting a breadth of wisdom. You will also end up traveling with Susan, his granddaughter, whose sweet nature balances his sour one.
1:		Second Doctor: Far more cheerful than his prior incarnation, the Doctor comes off as outright clownish. While most of this comes from a genuine sense of fun, he also uses this to catch others off guard, and can be extremely manipulative when need be. Though easily flustered, he will never back down in the face of tyranny or oppression.
L		Third Doctor: Gentlemanly and dapper, but not afraid to get his hands dirty. He has a strong affinity for diplomacy, linguistics, and technology, as well as Venusian Aikido, which he prefers to use only when need be. During this incarnation, he has a strong relationship with the Unified Intelligence Taskforce, and will visit them between trips.
From		
2:		Fourth Doctor: Filled with wanderlust, this incarnation ranges between whimsical and completely alien. Although generally warm and kind, he is extremely unpredictable, and can fly into truly terrifying rages when provoked. He is also more accepting of violence, although he would prefer to offer his foes a Jelly Baby than fight them.
Pick		Fifth Doctor: Sensitive, well-mannered, and pacifistic, often to a fault. The Doctor comes off as indecisive, and while he has a strong desire to do what is right, he often becomes conflicted and hesitates. Nevertheless, he is extremely brave and stalwart, and will treat you more like an equal than a Companion.
3:		Sixth Doctor: More arrogant than any other incarnation, with a tendency towards indignancy and insulting those around him. However, the Doctor still has a warm heart underneath it all, and can still admit when he is wrong. He can also be extremely dark at times, and is not above violence, or even murder.
L		Seventh Doctor: Bumbling and conniving, comedic and manipulative, the Doctor is a living contradiction who enjoys keeping himself a mystery. He is capable of coming up with brilliant plans on the fly, and out-thinking the most ancient beings. Perhaps one day, he may trust you enough to let you see the true him, but it will not be easy.
From		
4:		Eighth Doctor: Cheerful, chatty, and passionate, with a fondness for humans, especially his Companions. However, beneath this fun-loving adventurer is a man frightened by the coming storm of the Time War, being taxed to the very limits of who he is. He will need your help to hold together when things turn from bad to worst.
5:		"Ninth" Doctor: The last of the Time Lords, the Doctor is a war survivor haunted by his past and prone to fits of moodiness and rage. He is slow to trust, and until he does, will come off as harsh and cold. He often tries to hide this with a jovial facade, although once you've proven yourself, it stops being a facade quite quickly.
6:		"Tenth" Doctor: Manic-depressive, this incarnation is ordinarily enthusiastic and rambling, even flirtatious, but his severe case of survivor's guilt can leave him quite dour. Despite a pathological hatred of weapons and desire to resolve conflict, he has a terrifying dark side, and is known for only offering mercy once - no second chances.
7:		"Eleventh" Doctor: Gleeful, childish, and seemingly carefree, with a tendency towards grandstanding - or, at least, that's what the Doctor wants you to think. Just as often, he is secretive and deceptive, trying to flee his past. You will often encounter his off-and-on Companion, the flirtatious and deadly River Song, in your travels.
8:		Time Vortex: Sent spiraling through time, you get to choose which Doctor you'll end up with. This doesn't need to be one of the choices above. You can travel with his "Twelfth" incarnation, or one we haven't seen yet. You can even end up with his secret incarnation, the mysterious War Doctor. Just be careful - Who knows what peril you'll face?

THE COMPANION

Normally, this is the part where you get a new body and identity to help fit in. The Doctor already knows who you are, though, and this Earth is similar to yours.

So you won't be getting a new identity. You can get a new body, if you'd like.

You can either keep your current age, or roll 2d8 + 16 to determine your age.

You can keep your current sex, or choose to become female. It's a Companion thing.

You can also pay 100 CP to choose your sex and age.

Finally, you have a one-time chance to pick some extra skills. For a price, of course.

Runner (100 CP) There's an awful lot of running involved in being a Companion. Fortunately, you're up for it. You can run fast and far without getting tired, and catch your second wind quickly once you do.	Fast Talker (100 CP) You're a master of getting your point across quickly and in a way people can understand. You won't stumble over your words, and people tend to listen to you. They may not care what you say, but at least they'll hear you out.	Liar (100 CP) The Doctor Lies, and now so do you. You're able to tell lies skillfully and effectively, even under torture. You can still get caught in a lie, and people won't necessarily believe everything you say - just that you truly believe it.	Hand to Hand (100 CP) You're trained in a number of unarmed combat styles, and can subdue most foes quickly and without harm. Just be careful of which Doctor you're traveling with. Some will give you some pointers, some will be upset by your brutality.
Artful Dodger (200 CP) You have a preternatural awareness of everything which is trying to kill you, and how to best stay out of its way. You can't dodge bullets or lasers, but you can figure out where their barrel is pointed, and not be there when they fire.	Inspirational (200 CP) You have a gift with words. Your enemies and those neutral to you find you convincing, and with the right argument, may even become allies. Your words also inspire your allies, driving them to succeed even when all seems lost.	Historian (200 CP) Life in the past is second-nature for you. You know all the dates and figures, and enough of the culture and customs to fit in, no matter what age you end up in... on Earth, at least. You'll learn other worlds' histories quickly, though.	No More (200 CP) You know when not to run. Though you feel fear, you can push it away and act regardless. Moreover, in truly desperate times, you can call forth suicidal acts of courage, giving you a shot at success no matter how bad the odds are.
Absolutely Brilliant (400 CP) Creativity is your virtue. You're a master at both thinking on the fly and coming up with novel solutions to problems. With the right inspiration or enough time, there are few obstacles you can't eventually overcome.	Mental Fortitude (400 CP) With a combination of training and willpower, you've gained a solid set of mental defenses. You see through most psychic trickery, and only the most powerful psychic attacks can hope to breach your mental walls.	Xenophile (400 CP) You're at home with the weird and unusual. You're nearly unphasable, and adapt to strange situations easily. You also know a surprising amount about aliens, monsters, and other oddities, and pick up new information quickly.	Companion's Luck (400 CP) Though you won't win the lottery, you're lucky when it counts. You'll bump into useful things and people, duck just in time to dodge lasers, and almost always get captured instead of killed. This luck can run out, especially if pressed.

ITEMS

You shouldn't plan on taking home any souvenirs. The Doctor doesn't approve of Companions getting their hands on future technology, and he's more clever than you.. He even modified the Translation Circuit to keep you from learning alien science.

Or did you think he was really Reversing the Polarity of the Neutron Flow? Still, here are a few things I can supply you with that he'll turn a blind eye to.

Running Shoes (Free) Just your size, and in your favorite color. They'll never wear out or tear, and if you lose them, you'll find them again next time you wake up.	Pocket Watch (100 CP) An ordinary fob-watch without any shocking secrets. No matter when you are, it keeps perfect time. Includes a millenium hand and an eon hand.	Super-Phone (100 CP) This phone can call anyone in any time, if you know the number and Era code. It also gets a signal almost anywhere. Limited to in-Universe calls.	Psychic Paper (100 CP) A blank white card. When shown to someone, it appears to have whatever you want printed on it. Don't let your mind wander when using it.	Time Lord's Jacket (100 CP) Outwardly normal, its pockets are bigger on the inside. How much bigger? Who knows? The exterior still limits what you can fit in them, though.
Portable Perception Filter (200 CP) This belt-sized device generates a field that convinces people to ignore you. Doesn't work on anyone who knows you're there, or is actively searching.	TARDIS Compass (200 CP) Looks like a watch, but traces latent temporal energy. It ordinarily leads to the TARDIS, but you can set it to track any item you've travelled in time with.	Sonic Screwdriver (300 CP) A spare, lost by the First Doctor. He didn't program in its best tricks yet, but it can open almost any lock, and drives screws like you wouldn't believe.	Vortex Manipulator (400 CP) Its travel systems are gutted, but otherwise it's mostly intact. Has a variety of functions, from remote control systems to temporal scanners. No manual.	TARDIS (9999 CP) No.

COMPLICATIONS

If you'd like, you can make things ~~harder on~~ more fun for yourself and the Doctor. You can take up to two Complications. Each will give you some extra CP to spend.

Wanders Off (+100 CP) You know he said not to, but you just can't resist! Whenever you're left alone, you feel an overwhelming urge to go exploring on your own. Expect to wind up in trouble.	No Respect (+100 CP) Companion? Try pet monkey. Expect your every success to be ignored and your every flaw and mistake mocked, not just by the Doctor, but by allies, enemies, and even total strangers.	Well-Grounded (+100 CP) You refuse to accept the existence of silly things like monsters or time travel. Their existence will always come as a shock to you, no matter how many similar things you've seen.
No Touching (+200 CP) You've got a bad habit of touching things you shouldn't, no matter how many times the Doctor says not to. This will never kill you outright, but it will put you in a lot of danger.	Too Trusting (+200 CP) It's hard for you not to take people at face value. You fall for deception quickly and easily, and gloss over any discrepancies. Psychic manipulation is also much more effective on you.	In Distress (+200 CP) For some reason, you're unusually kidnappable. Not only will every two-bit bad guy get the bright idea of capturing you, but one grab to the bicep, and the fight goes out of you.

ADVENTURES IN SPACE AND TIME

Well, you've made your choices. Hopefully they were good ones, because it's time.

You'll be here for the next ten years, and your only real objective is to survive. You don't even have to stay with the Doctor, although I'd recommend against that. Just have fun, enjoy the sights, try not to get kicked off the TARDIS, and do your best to keep the Universe from getting destroyed. That usually counts as dying.

... AND BEYOND

So, let's assume you survived the next ten years. Where do you go from there? That's up to you. You've got one last choice to make.

Head Home

You've had a good run, but you're ready to go home. After bidding the Doctor farewell, you vanish from the TARDIS, and return to the exact place you left from, at the moment you left. You can keep all your new skills, any new items, and of course, all of your memories of the trip.

Stick Around

Maybe you don't want to go back. You may choose to stay in this Universe for the rest of your life. The Doctor may not keep you as a Companion forever, but you'll probably make it on your own now. Back home, it'll be like you just disappeared. I'll set your affairs in order, though.

Adventure Beckons

Not ready to go home, but want a change of pace? That can be arranged. I'll be sending you to a new world for another 10 years. You can keep all your skills and goodies, but you can't bring anyone else with you. You may see them again, though. Who knows?

"Come With Me?"

Requires WAREHOUSE, Empty Stasis Pod, "Return" Ability, Doctor's Friendship

Huh. Well, that's something the Doctor doesn't hear every day. But if you'd like to be the one to invite the Doctor on a trip this time, he'd be happy to tag along and play the Companion role for a change. He'll even bring the TARDIS! Too bad it doesn't work in other Universes... Unlike other Companions, he can head home any time he wants, and will if you do something terrible or live a mundane life. If that doesn't happen, you've got a loyal, brave, and incredibly clever travelling partner for as long as you want him - enjoy your adventures together!