

Paradox Diaspora



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A Faction Paradox game set in the universe of Doctor Who for 3-5 players not afraid of Wibbly Wobbly Timey Wimey

by Peter Cobcroft

Note - This is not your Grandfather's Who

There are monsters in 18th century London

The streets of the city are quiet. It's night and the sky lacks stars or any moon. The whole place would be pitch black but for the occasional flickering gas street lamp and the fires in the distance. Thick columns of smoke appear to continue forever up into the night sky, underlit by the fires that started them.

Why are you here? How did you get here? How can you get home again?

System: Doctor Who: Adventures in Time and Space (DWAITAS)

Setting: Sometime during the new series of Doctor who, in 18th century London.

Rules Knowledge: None required (rules are quite simple) unless you want to make your own character before the game (*)

(*)You need to [email the GM](#) and character backgrounds may be modified for plot reasons. Doctor Who races preferred, no warrior races and no named characters from the TV series.

Pheno ratings

Characterisation 3	Genre 2	Rules knowledge 1
Story/plot 4	Seriousness 3	Advisory rating PG, but strongly dependent on player input

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