

RUN FOR YOUR LIFE!

One character (or group) pursues another.

If they should break through, run as if something very nasty were after you, because something very nasty will be after you.

-- **The Fourth Doctor**,
"Stones of Blood"

NARROW ESCAPE

The characters are almost doomed, but they manage to escape at the last second. Do their enemies see the escape, or think they're dead?

French pick-lock? Never fails. Belonged to Marie Antoinette, charming lady. Lost her head, poor thing...

-- **The Fourth Doctor**,
"Pyramids of Mars"

MALFUNCTION

A piece of equipment fails. The reason may be obscure, but the failure is dramatic -- sparks, shaking ground, and imminent danger.

AID THE ENEMY

Against their will or better judgement, a character is forced to aid their enemies.

A cosmos without the Doctor scarcely bears thinking about.

-- **The Master**,
"The Five Doctors"

TRAITOR

Someone in this scene is a traitor. If they're not uncovered, everyone could be doomed.

Interrogator: *I'm asking the questions. I repeat, you're a spy!*
The Third Doctor: *That wasn't a question. That was a statement.*
-- "Day of the Daleks"

CAPTURED

Someone is thrown in a cell... or just a convenient closet. How are they going to get out? What do their captors want?

I've been captured, but no worry, Rose and Pete are still out there, they can rescue me, oh well never mind...
-- **The Tenth Doctor**,
"The Age of Steel"

MISTAKEN IDENTITY

Characters are mistaken for someone else, like visiting dignitaries, tourists, detectives or dinner guests. How do they keep up the charade? And for how long?

Thank you. I've no idea who I am, but you've just summed me up.

-- **The Tenth Doctor**,
"The Christmas Invasion"

JUST WHAT I NEEDED

A character finds exactly what the situation calls for. Do they find it in a treasure chest? In their pocket? In someone else's pocket?

D'you know, they'd never even seen a banana before; always take a banana to a party, Rose. Bananas are good.

-- **The Tenth Doctor**,
"The Girl in the Fireplace"

THEY NEED US ALIVE

An otherwise murderous adversary stays their hand. What does the character have that they need?

I have so few worthy opponents. When they're gone I always miss them.

-- **The Master**,
"Terror of the Autons"

GET INTO TROUBLE

Someone leaves their companion in a safe place. They may even have a good reason. But the companion inevitably ends up in deadly danger.

One day, just one day, maybe, I'm going to meet somebody who gets the whole "don't wander off" thing. 900 years of phone box travel and it's the only thing left that surprises me.

-- **The Ninth Doctor**,
"The Empty Child"

CHAT UP A LOCAL

A character gains the trust or support of someone who lives or works here. How can the local help? Is the character putting the person in greater danger?

Would you like a jelly baby?

-- **The Fourth Doctor**

REVERSE POLARITY

A pressing problem has a technical solution... even if the science sounds like nonsense. What's needed to achieve the fix? What analogy can be used to explain it?

The Tenth Doctor: *That's right. But just to be on the safe side though, I'll use my unrivaled knowledge of trans-temporal extrapolation methods to neutralize the residual electronic pattern.*

Rose: *You'll what?*

The Tenth Doctor: *I'm gonna tape over it.*
-- "The Idiot's Lantern"

A PANEL EXPLODES!

A piece of scenery reacts violently to events. Is it a real danger to the characters? Or just adding emphasis to their plight?

Everyone, hold on!

The Tenth Doctor,
"Planet of the Dead"

I'VE SEEN THIS BEFORE

A character recognizes something. Is it the handiwork of an old enemy? An obscure cosmic phenomenon?

Jack: *That's impossible... I know those ships. They were destroyed.*

The Ninth Doctor: *Obviously they survived...*

-- "Bad Wolf"

PRIDE AND THE FALL

A character's ego, idealism or greed drives them towards obvious destruction. Who recognizes their folly? Can they be saved?

You and I are scientists, professor. We purchase the right to experiment at the cost of total responsibility.

-- **The Fourth Doctor**,
"The Planet of Evil"

IGNORED WARNING

Someone knows doom is coming, and might be avoided. Why won't anyone listen?

The very powerful and the very stupid have one thing in common. They don't alter their views to fit the facts. They alter the facts to fit their views. Which can be uncomfortable if you happen to be one of the facts that needs altering.

-- **The Fourth Doctor**,
"The Face of Evil"

THAT'S IMPOSSIBLE!

An event occurs that baffles even the most seasoned expert.

Something's going on contrary to the laws of the universe. I must find out what!

-- **The Fourth Doctor**,
"The Pyramids of Mars"

FOR YOUR OWN SAFETY

One character tries to protect another, probably against their will.

I made my decision a long time ago, and I'm never going to leave you. So, what can I do to help?

-- **Rose**,
"Doomsday"

BLUFF

A character tells an improbable lie, or claims the upper hand when they know bloody well they haven't got it.

The Ninth Doctor: *I'm going to save Rose Tyler from the middle of the Dalek fleet! And then I'm going to save the Earth! And then, just to finish off, I'm going to wipe every last stinking Dalek out of the sky!*
Dalek: *But you have no weapons! No defenses! No plan!*
The Ninth Doctor: *Yeah! And doesn't that scare you to death?*

-- "Bad Wolf"

TRUTH IN LEGEND

You can't ever discount rumors. Rumors are just things people say. And sometimes, people are telling the truth. Even when they don't know it.

The Third Doctor: Would you believe magic?

Captain Yates: No.

The Third Doctor: Well, Jo would.
--"The Daemons"

FINDING A BODY

Someone discovers a dead body. Who is it? Why were they killed? And should the character tell anyone?

Donna: *Yeah but think about it. There's a murder, a mystery, and Agatha Christie.*

The Tenth Doctor: *So? Happens to me all the time.*

--"The Unicorn and the Wasp"

THE AUTHORITIES

Whether well-meaning, heroic, or utterly evil, the forces of law and order thwart a character's plans. Are they just standing in the way, or are they using force? What will it take to persuade them?

Rose: *Doctor, they've got guns.*

The Tenth Doctor: *And I haven't.*

Which makes me the better person, don't you think? They can shoot me dead, but the moral high ground is mine.

-- "Army of Ghosts"

ENEMY REVEALED

Through a door, or around the corner, is *exactly* the last thing a character wants to see. Who is it? And how do they react?

Doesn't kill, doesn't wound, doesn't maim. But I'll tell you what it does do - it is very good at opening doors.

-- The Tenth Doctor,
"Doomsday"

WEAKNESS

Someone -- or *something* -- has an unexpected vulnerability to something close at hand. Is it a common substance, like seawater? Or something exotic, like gold or previously theoretical particles? Why does the bane affect the character this way?

The Tenth Doctor: *The Sontarans are the finest soldiers in the galaxy, dedicated to a life of warfare. A clone race, grown in batches of millions, with only one weakness...*

General Staal: *Sontarans have no weakness!*

The Tenth Doctor: *No, no, it's a good weakness!*

-- "The Sontaran Stratagem"

CORNERED!

Someone is trapped, with no apparent way out. Is this really the end, or do they have something up their sleeve?

You've forgotten. There used to be a real Margaret Blaine. You killed her, and stripped her, and used the skin. You're pleading for mercy out of a dead woman's lips.

-- The Ninth Doctor,
"Boomtown"

WE JUST NEED TIME

The ritual commences at midnight. It'll take hours to rig the beacon. Time is slipping away fast. How could the characters buy more of it?

Are the words "distract the guard" heading in my general direction?

-- Rose,
"The Doctor Dances"

GRAVE DEEDS

A character does, or witnesses, something terrible. Could they have avoided the situation? Was it necessary? And do the ends justify the means?

I'm sorry. So sorry.

-- The Tenth Doctor