

Races

Humanoid

Cyberman

- Stats: **Psyche:** (H) **Strength:** (A) **Endurance:** (A) **Warfare:** (A)
- Powers: Armour
- Flaws: Arrogant, Sterile, Slow
- Note: The new Cybermen have reduced armour and a Death Touch

Gallifreyan

- Stats: **Psyche:** (G) **Strength:** (H) **Endurance:** (G) **Warfare:** (A)
- Powers: Regeneration.
- Flaws: Arrogant, Sterile
- Note: A member of a Great House has additional time powers. A member of a Great House under the War King also has Strength (G) and Warfare (G) - but should be classed as a Non-Humanoid.

Human

- Stats: **Psyche:** (H) **Strength:** (H) **Endurance:** (H) **Warfare:** (H)
- Powers: None.
- Note: A Human with Psyche raised to (A) is a witch.

Osirian

- Stats: **Psyche:** (O) **Strength:** (O) **Endurance:** (O) **Warfare:** (O)
- Powers: Godlike
- Flaws: Arrogant
- Note: No two Osirians look alike, they will change form as fashion.

Sontaran

- Stats: **Psyche:** (A) **Strength:** (A) **Endurance:** (A) **Warfare:** (A)
- Powers: For defense purposes a Sontaran has a Psyche of (G), Armour
- Flaws: Unobservant, Arrogant, Sterile, Vulnerability (neck valve)
- Note: Sontarans are clones.

Non-Humanoid

Dalek

- Stats: **Psyche:** (H) **Strength:** (H) **Endurance:** (O) **Warfare:** (A)
- Powers: Death Ray, Full life support and mobility in all environments, Armour
- Flaws: Unobservant, Arrogant, Slow
- Note: The new Daleks also have a Forcefield and improved mobility.

Rutan

- Stats: **Psyche:** (G) **Strength:** (A) **Endurance:** (A) **Warfare:** (A)
- Powers: Death Touch, Chameleon, Clinging
- Flaws: Arrogant, Slow

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