

KROTON

The Krotons are a crystalline race from the planet Krosi-Aspai-Core. They feed on mental energy and view organic beings only as a potential power source to be used. Krotons disperse all waste material as a matter of procedure, including organic beings whose mental energies have been drained.

Name: TYPICAL KROTON

Attributes

STR – Level VI	CHA – Level III
END – Level V	MNT – Level IV
DEX – Level III	ITN – Level IV

Special Abilities

Crystalline Structure – Their hard crystalline bodies provide 2D6 points of protection.

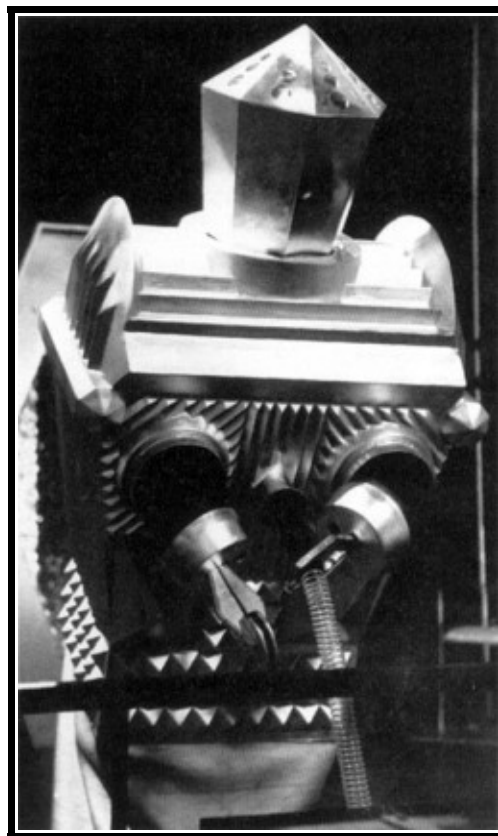
Crystalline Metamorph – Their bodies can be broken down and reformed to suit their environment and situation they are in. Once they are formed from the tellurium crystal slurry in their tank, they stay constantly connected to it through a feeder line. They function permanently, unless they are exhausted, meaning that they revert to their basic molecules, although they can even be reanimated from this state with sufficient mental power. They require their Dynatrope technology to activate/control this process. A 'high-brain' must be drained to activate the process (see Teaching Machines/Head Sets below). Once activated, it takes 1D6x10 seconds for a Kroton to emerge.

Combat Statistics:

AP:	6
Armed Combat,	
Portable Dispersal Unit (see below)	Level IV
Unarmed Combat,	
Brawling	Level III

Significant Skills

Earth Sciences,	
Geology	Level V
Engineering,	
Any 2	Level V
Technology,	
Communications Systems	Level IV
Electronics	Level V
Force Field Systems	Level VI
Vehicle Operation,	
Spacecraft (Dynatrope)	Level V



KROTON TECHNOLOGY:

Portable Dispersal Units: Treat as Particle-Beam Pistols for Damage and Dodge Difficulty Factor (DDF). Use the Stun Pistol for determining the Dispersal Unit's Range. Organic material destroyed by this weapon disappear in a cloud of dust.

The Dynatrope: The Krotons' crystalline ship is powered at all times, for if it runs down, it will release a colossal amount of energy, causing a huge explosion (Energy Weapons Type A Damage within 500 metres). The Dynatrope absorbs mental power into its circuits (see Teaching Machines), and needs the mental power of four 'high-brains' to function at full power (four MNT Level V brains). The Dynatrope has a door at either end, operated from the inside by a photoelectric cell. One door is flanked on the outside by two mounted dispersal

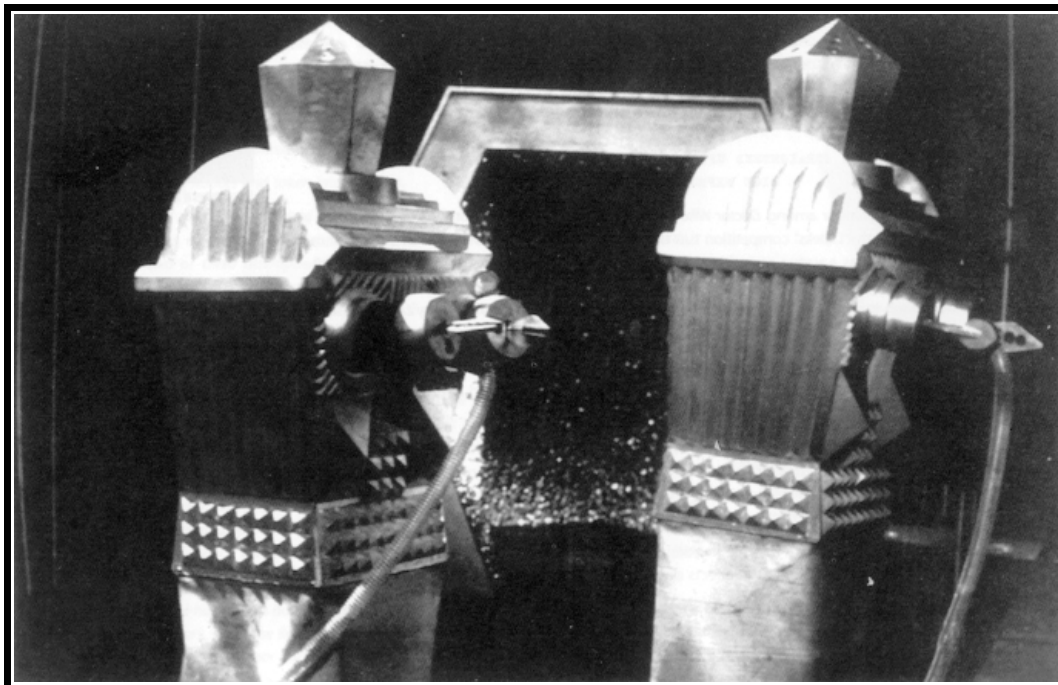
units (see Portable Dispersal Units), and the other is guarded by a snakelike sensor. This sensor can be programmed with pattern recognition to seek out a particular face. Once it has killed someone, with a dispersal ray (see Portable Dispersal Units), it retreats back into the Dynatrope. Should the Dynatrope lose its balance, the Krotons' heads will begin to spin and they will be unable to do anything until the Dynatrope regains its balance (this will take 1D6 turns).

Teaching Machines/Head Sets: The Kroton's teaching machines and/or head sets act as if they have Telepathy with Level V Proficiency. This machine allows the Krotons to assess the user's MNT Performance Level. Any MNT score of Level IV or lower will be rejected as a 'low brain' and be subject to dispersal. Any subject with a MNT score of Level V or higher will be recognized as a 'high brain' and the machine will attempt to drain the brain of its mental energy to store it in their Dynatrope.

To determine the base Difficulty Level, use the MNT Level of the target. A success means the target loses one MNT Performance Level. A critical success will drain two MNT Performance Levels. Once the target has been drained down to MNT Level I, he/she is considered to be drained and is subject for dispersal. Should the target be rescued from dispersal or removed from the machine before a full drain is possible, then the target will regain one MNT Performance Level per 30 minutes of rest. Sufficient medical aid may double this MNT restoration rate.

While under the influence of the Teaching Machine/Head Set, the target is susceptible to commands given by a Kroton. Such commands will be obeyed and the target will have an euphoric sensation knowing that the Krotons are pleased with him/her.

WEAKNESSES: The Krotons are blinded by bright light. To move in a bright environment, the Kroton requires direction from the Dynatrope's sensors. They cannot function without being given a direction point, composed of radius and vector, to tell them where to move. When they do, they can carry a portable dispersion unit (treats as a Particle-Beam Pistol). The Kroton's crystalline structure and that of the Dynatrope are highly vulnerable to acid – does Energy Weapons Type A Damage.



Sources:

BBC Doctor Who Episode 047 (WW) – *The Krotons*

Big Finish Productions Doctor Who Audio – *The Return of the Krotons*

'TARDIS Index File' Kroton Article (<http://tardis.wikia.com/wiki/Kroton>)

'From A to 7Q Monsters' Web Page (<http://iaith.tapetrade.net/doctorwho/krotons.html>)