

DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

NAME THE DOCTOR

PLAYER

ATTRIBUTES

AWARENESS 4

COORDINATION 4

INGENUITY 9

PRESENCE 4

RESOLVE 5

STRENGTH 3

BIO-DATA EXTRACT

APPEARANCE



PERSONAL GOAL

TO EXPLORE AND HELP

PERSONALITY

EXCITABLE, ENTHUSIASTIC AND ENERGETIC, YET SOMETIMES WISTFUL AND MELANCHOLY, THE DOCTOR IS...COMPLICATED. HIS SENSE OF HONOUR AND RESPONSIBILITY IS ABSOLUTE, AND IT SOMETIMES SEEMS THAT HE CARRIES THE WEIGHT OF THE UNIVERSE ON HIS SHOULDERS.

BACKGROUND

LAST OF THE TIME LORDS, FROM THE DESTROYED PLANET OF GALLIFREY, THE DOCTOR IS FATED TO TRAVEL THROUGH TIME AND SPACE WITHOUT THE POSSIBILITY OF EVER RETURNING HOME..

STORY POINTS 8

EQUIPMENT

SONIC SCREWDRIVER, PSYCHIC PAPER, TARDIS

HOME TECH LEVEL 10 - TIME LORD

SKILLS

ATHLETICS 3

CONVINCE 4

CRAFT 2

FIGHTING 2

KNOWLEDGE 6

MARKSMAN 1

MEDICINE 3

SCIENCE 5

SUBTERFUGE 3

SURVIVAL 3

TECHNOLOGY 4

TRANSPORT 4

TRAITS

(DESCRIPTIONS ON THE BACK)
ADVERSARY, ATTRACTIVE, BOFFIN, BRAVE, CHARMING, CODE OF CONDUCT, FACE IN THE CROWD, FEEL THE TURN OF THE UNIVERSE, GADGET, LAST OF MY KIND, RESOURCEFUL POCKETS, RUN FOR YOUR LIFE!, TECHNICALLY ADEPT, TIME LORD (EXPERIENCED), TIME TRAVELLER, VORTEX

CHARACTER SHEET



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CHARACTER SHEET

Adversary - The Doctor has picked up a few enemies in his travels, many of which will actively try to stop him (or worse) if they encounter him again.

Attractive - The Attractive Trait comes into play whenever the character is doing something that their looks can influence. As a Good Trait, the character will get a +2 bonus to any rolls that involve their stunning good looks, from charming their way past guards to getting information out of someone.

Boffin - This Trait allows the character to create Gadgets through the fine art of "Jiggery-Pokery". Your average Joe can try to open their household appliances and wire them together to try to make something - though they'll probably only gain an electric shock or worse. Only a Boffin can do this and create a useful device that can scan DNA, cracks safes, or disable Dalek forcefields. More details on creating Gadgets can be found in the Jiggery-Pokery rules on p.[?].

Brave - The Brave Trait provides a +2 bonus to any Resolve roll when the character could get scared or need to show their courage.

Charming - When the character is trying to charm their way through an encounter, they receive a +2 bonus. Very handy for talking your way out of being killed, but not always suitable for every social situation.

Code of Conduct - The Doctor's version of this Trait means that he abhors violence, refuses to use a gun, and will always protect the innocent and the helpless. Breaking this code may be very costly resulting in the loss of some or all of his Story Points!

Face in the Crowd - As long as you're not dressing like a clown or anything else too weird, and not doing anything that'll attract their attention, people will leave you to go about what you're doing. If the Gamemaster asks for a roll to 'blend in', the Trait provides a bonus of +2 to any Subterfuge Skill roll when you're trying to sneak about and not get noticed.

Feel the Turn of the Universe - An innate ability to sense when something is amiss or unnatural and what needs to be done to set the universe right. This can be anything from sensing that a person has unnatural indestructibility, to knowing that something is disturbing nature or history with its alien presence. They will be able to sense if something is tampering with time. They may not know exactly what it is, but something is wrong. The character will sense something wrong with an Awareness and Ingenuity roll with a +2 bonus - the more successful, the more likely they are to know what is wrong and how to start to fix it.

Gadget - The character has one or more Gadgets. If lost or damaged during the game, they are returned or restored at the beginning of the next adventure.

Last of My Kind - As the last of your kind, you often get moody and depressed, and need the companionship of others at most times to avoid letting the weight of the responsibility and loneliness from getting too much. When travelling alone, the depression can affect everything your character does, imposing a -2 penalty on every action unless engaged in combat. At particularly bad times, the Gamemaster may impose this penalty even when travelling with others - for example, when reminded of their situation, anniversaries of the destruction of their homeworld, or similar.

Resourceful Pockets - You can either spend a Story Point and find the thing you need or roll a couple of dice. If you get a 'double', for example rolling two 1's or two 3's, then you find something helpful in your pocket, from a cricket ball to a clockwork mouse. Of course it may not be exactly what you were expecting, but it may be useful in some way.

Run for your Life! - This Trait simply means you're better at running away from danger, usually due to all the practice you have! When in a chase situation (see p.[?]), you receive a +1 bonus to your Speed when you're fleeing (not pursuing) and 'running for your life!'

Technically Adept - The Technically Adept Trait provides the character with +2 to any Technology roll to fix a broken or faulty device, and to use complex gadgets or equipment. The bonus also applies to any gadget-creating jiggery-pokery.

Time Lord (Experienced) - A Special Trait that gives the character all of the abilities of a Time Lord - they can regenerate (up to twelve times), they automatically gain the Feel the Turn of the Universe and Vortex Traits, and gain 2 levels of the Ingenuity Attribute (even if this takes the Attribute above 6).

Time Traveller - The Doctor is familiar not only with the Tech Level of Gallifrey, but also of most other time periods. In this special case, he receives no penalties for working with technology outside of a level of his own unless the Gamemaster introduces technology the Doctor is unfamiliar with.

Vortex - The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait.

