

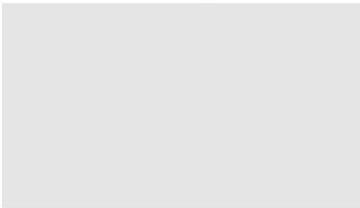
# TORCHWOOD

**NAME** DR. JOHN WATSON

**PLAYER**

## BIO-DATA EXTRACT

### APPEARANCE



### PERSONAL GOAL

SAVE LIVES

### PERSONALITY



### BACKGROUND

SPLIT A FLAT WITH SHERLOCK HOLMES, THEN WAS RESCUED FROM REICHENBACK FALLS BY CAPTAIN QUINCY ADAMSKA

**STORY POINTS** 9

**EQUIPMENT** Sword cane, physician's bag

**HOME TECH LEVEL** 4 - INDUSTRIAL

## ATTRIBUTES

AWARENESS	4
COORDINATION	3
INGENUITY	4
PRESENCE	3
RESOLVE	2
STRENGTH	3

## SKILLS

ATHLETICS	1
CONVINCE	2
CRAFT	1
FIGHTING	1
KNOWLEDGE	2
MARKSMAN	1
MEDICINE	4
SCIENCE	2
SUBTERFUGE	2
SURVIVAL	1
TECHNOLOGY	2
TRANSPORT	1

## TRAITS

(DESCRIPTIONS ON THE BACK)  
CODE OF CONDUCT, IMPULSIVE,  
INSATIABLE CURIOSITY, FAST  
HEALING, EXPERIENCED, OWES  
FAVOUR, BOFFIN, BRAVE,  
CHARMING, TOUGH, TIME  
TRAVELLER, VOICE OF  
AUTHORITY, EMPATHIC

# T O R C H W O O D

**Code of Conduct (Minor)** - The character adheres to a strict self-imposed set of moral rules. The character tries to do good at most times.

**Impulsive** - They don't think things through before acting. Playing up to the Trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable. You could make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve).

**Insatiable Curiosity** - The character doesn't know when to stop themselves when it comes to being nosy. Playing up to the Trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable. You could make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve). Note: Cannot be taken with the Unadventurous Bad Trait. If the character gains the Unadventurous Trait due to injury (see p.54), then the character would lose their Insatiable Curiosity Trait as well as gaining Unadventurous.

**Fast Healing (Major)** - The ability to recover quickly from an injury. Attribute Points lost due to injury are regained at 1 point per hour.

**Experienced** - An experienced character. Experienced costs 3 Story Points to purchase (which reduces their maximum Story Points by 3), and provides the character with an additional 2 Character Points and 2 Skill Points. This Trait can be purchased additional times, though no character can have zero Story Points. Not every character should be experienced, and their lower Story Points help to balance the character with less experienced companions.

**Owes Favour (Minor)** - They owe someone out there a favour. Something relatively small eg a small amount of money (up to £1000), introducing them to someone important etc.

**Boffin** - A genius with electronics and machinery. This Trait allows the character to create Gadgets through the fine art of 'Jiggery-Pokery' - see p.68 of the Gamemaster's Guide.

**Brave** - The character is especially brave. +2 bonus to any Resolve roll when the character needs to show courage. Note: Cannot be taken with the Cowardly Bad Trait, though individual Phobia Bad Traits can still be purchased.

**Charming** - The character is charming. +2 bonus to attempts to use their charm.

**Tough** - The character is more damage-resistant. Reduces the amount of damage that would be deducted from the character's Attributes by 2. This is after any other effects, such as armour, are taken into account.

**Time Traveller (Major)** - The character is experienced with technology and society of time periods different to their own. The Time Traveller Trait reflects how much actual travelling in time the character has done, and can be used as a rough indicator of how much background Artron Radiation they have picked up from travelling the Vortex. While this isn't actually harmful, some alien races have been known to target individuals that have high Artron levels to fuel or activate some technology. Select the Technology Level you are familiar with: advanced Technology Levels.

**Voice of Authority** - When you talk, people listen to you. +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

**Empathic** - An empathy with how others are feeling. +2 bonus on rolls to empathise or 'read' another person. This could be a simple Presence and Convince roll to reassure someone who's panicking in the middle of a battle, or an Awareness and Ingenuity roll to try to read another's actions and speech to see if they're lying.