

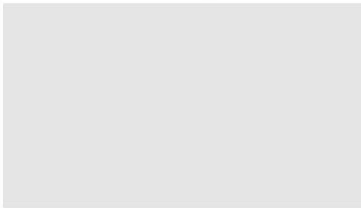
TORCHWOOD

NAME *MANFRED ALBRECHT FREIHERR VON RICHTHOFEN*

PLAYER

BIO-DATA EXTRACT

APPEARANCE



PERSONAL GOAL



PERSONALITY



BACKGROUND



STORY POINTS

12

EQUIPMENT

GADGET (PURCHASED SEPARATELY)

HOME TECH LEVEL

4 - INDUSTRIAL

ATTRIBUTES

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

SKILLS

ATHLETICS	2
CONVINCE	2
CRAFT	1
FIGHTING	1
KNOWLEDGE	2
MARKSMAN	5
MEDICINE	0
SCIENCE	0
SUBTERFUGE	0
SURVIVAL	1
TECHNOLOGY	1
TRANSPORT	3

TRAITS

(DESCRIPTIONS ON THE BACK)
*BRAVE, ATTRACTIVE,
CHARMING, FRIENDS, KEEN
SENSES, LUCKY, QUICK
REFLEXES, SENSE OF
DIRECTION, TECHNICALLY
ADEPT, AMNESIA, ADVERSARY,
DISTINCTIVE, CYBORG,
OBLIGATION, INSATIABLE*

T O R C H W O O D

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.

Attractive - The character is attractive. +2 bonus to any rolls that involve their stunning good looks.

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

Friends (Major) - The character has people they can call upon for information or help. Reliable, accurate information from somewhere like UNIT or even Torchwood.

Keen Senses (Minor) - The character is very aware of their surroundings. +2 bonus to Awareness rolls (one good sense) Note: Cannot be taken with the Impaired Senses Bad Trait in the same sense, although different ones can be taken.

Lucky - Lady Luck is on your side. When double '1's are rolled, and you can re-roll both dice - once only!

Quick Reflexes - The character is fast to act when things happen, reacting to situations almost instinctively. When they haven't been taken completely by surprise, the character is assumed to always go first when acting in their Action Round phase. If more than one person in a phase has the Quick Reflexes Trait, the character with the higher relative Attribute goes first.

Sense of Direction - They rarely seem to get lost, or can usually find a quick solution if they do. +2 bonus to any roll (usually Awareness and Ingenuity) to regain their direction when lost, or to simply work out how to get from A to B.

Technically Adept - You have an innate connection to technology. +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 jiggy-pokery.

Amnesia (Minor) - Some, or even all, of the character's memories have gone. The character has lost a portion of their memory (days, weeks or even years).

Adversary (Major 2) - The character has made an enemy in the past who is actively trying to hinder them whenever possible. High power and frequency of appearance.

Distinctive - Stand out in the crowd. -2 penalty to rolls to blend in. Also, if another character or NPC is asked to describe or remember the distinctive character, they will receive a +2 bonus to remember or recognise them after their initial encounter.

Cyborg (high) - Some body parts are replaced by machinery. The character could be subject to discrimination in certain parts of the galaxy, where cyborgs are regarded as second class citizens. The cybernetic elements are completely disguised under plastic, but fairly realistic looking, skin. The Cyborg Trait allows the character to have a permanent Gadget (which must be purchased separately) that will not run out of power or get lost (see Gadgets, on p.67).

Obligation (Major) - They have a duty to a group or organisation that means they have responsibilities to uphold. The organisation is more important than the character. They are always 'on call' and may not have time for a personal life. They'd be willing to lay down their life for the organisation, and penalties for disobedience or betrayal are severe.

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