



DOCTOR WHO



ATTRIBUTES

- 3** AWARENESS ○ ○ ○
- 3** COORDINATION ○ ○ ○
- 3** INGENUITY ○ ○ ○
- 4** PRESENCE ○ ○ ○ ○
- 4** RESOLVE ○ ○ ○ ○
- 2** STRENGTH ○ ○

SKILLS

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

PERSONAL GOAL

To travel with the Doctor, to explore, to have fun.

PERSONALITY

Amy (Amelia) Pond is a spitfire of a woman. Her bright and vibrant personality shines through regardless of the gloom and darkness around her.

She is headstrong with a thirst for adventure, a quirky nature and a sharp tongue. She's very possessive of the Doctor and Rory, whom she thinks of as 'her boys.'

BACKGROUND

Amy lived with her aunt in the village of Leadworth. Troubled by a mysterious crack in the wall, she prayed to Santa or a police man to come and help. She got a strange, raggedy madman with a box, instead. A man who claimed he could travel in time and space.

Four psychiatrists and 12 years later, he burst back into her life and dragged her into a whirlwind adventure against strange aliens. He saved the world with a laptop, a mobile phone and 20 minutes to spare, and promptly disappeared again.

Two years later, on the eve of her wedding, he appeared once more and whisked her off into time and space. She hasn't looked back since...

AMY POND



TRAITS

Story Points: 3

Attractive, Brave, Empathic, Indomitable, Run For Your Life!

Argumentative, Distinctive, Impulsive,

Insatiable Curiosity

Attractive: +2 bonus to any rolls that involve their stunning good looks.
Brave: +2 bonus to any Resolve roll when the character could get scared or need to show their courage.
Empathic: +2 bonus on any rolls when they are trying to empathise or read another person.
Indomitable: +4 bonus to any rolls to resist becoming possessed, hypnotised, psychically controlled or similar.
Run for your Life: +1 bonus to your Speed when you're fleeing (not pursuing) - running for your life!

STUFF

Mobile Phone

Handcuffs

Police Uniform

Argumentative: If an argument may end in a fight, the character may try to back down for their own safety, but the player will have to make an Ingenuity and Resolve roll, with a -2 modifier, to hold their tongue.
Distinctive: -2 penalty to 'blend in' or go unnoticed in a crowd, others get +2 to remember them.
Impulsive: Act on it!
Insatiable Curiosity: If something begs to be explored or played with (eg. big red button) the player will have to make an Ingenuity and Resolve roll, with a -2 modifier, to avoid doing so.



PLAYER NAME

CHARACTER NAME

AMY POND

EXTENDED ACTION SUMMARY

1. ESTABLISH THE SCENE

Where is everyone and what is the environment like?

2. ESTABLISH INTENT

What is everyone (including the NPCs) planning to do?

3. TAKE ACTIONS

Everyone gets their Action (including the NPCs), in order of what they're planning on doing:

a) **Talkers** – any people who are just going to speak? Now's their time to talk.

b) **Runners** – people who are just moving? Here's when they go!

c) **Doers** – non-combat actions. Need to fix something, or do something, now's the time to act!

d) **Fighters** – combat actions go last.

Remember, actions directed at another character can be resisted as they occur.

4. DO IT ALL AGAIN

If the Conflict isn't resolved, go back to Step 2 and decide what everyone is going to do next.

BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT
(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
9+ ABOVE	Fantastic!	Yes AND good things happen.	x1.5
4-8 ABOVE	Good	Yes.	x1
0-3 ABOVE	Success	Yes, BUT it's not all good.	x1/2
1-3 BELOW	Failure	No, BUT it's not all bad.	x1/2
4-8 BELOW	Bad	No.	x1
9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE

COST

"You know how I sometimes have really brilliant ideas? Sorry...": The Gamemaster gives you a subtle clue or some event occurs that nudges you in the right direction.

1 SP

"Hold on tight. This is going to be a tricky one!": Buy extra dice to add to your roll before you make it. The first SP spent earns 2 extra dice, each additional SP after that earns a single die.

1+ SP

"No TARDIS, no screwdriver and 2 minutes to spare...": Bump your Level of Success or Failure up by one for each SP spent. Levels of Failure can only be bumped to an ordinary Success.

1 / Level

"Healthy recovery in next to no time...": Restore half (round up) of your Attribute levels that have been lost due to injury or losing a Conflict.

1

"Is that how it works, Doctor?": After being instructed, use a skill you don't have for a single scene, using the Skill rating of the person who instructs you, ignoring unskilled penalties, and adding your own attribute rating. You may not score higher than a Success on this roll.

1

"Do you know what this phone is full of?": Build a Gadget or use an existing Gadget's Story Points to use it in non-standard ways.

Variable

"I could do with a ridiculous miracle...": Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.

5+

"You need to start trusting me...": Donate some of your Story Points to another character in some manner from a dramatic and rousing speech, to a word of encouragement or even a kiss.

Variable

"I have a Thing. It's like a plan, but with more greyness...": Do the impossible, like create a beneficial paradox, bring someone back to life or reboot the universe. Gamemaster approval required.

9+