



DOCTOR WHO

ATTRIBUTES

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

SKILLS

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

PERSONAL GOAL

To marry his best friend Sophie, see the world and then settle down to a quiet life of telly and take-out.

PERSONALITY

Craig is just this guy, you know? A seriously average bloke, who has simple needs and no over-arching ambitions for the world, he is none-the-less a loyal and devoted soul who, when push comes to shove and adventure is thrust upon him, will leave the couch and do what is right.

BACKGROUND

Craig was just an average bloke, with an average job and an average girl who seemed just out of his reach for anything more than friendship when the Doctor rented a room in his flat. The events that followed changed his life.

TRAITS

Story Points: 5

Face in the Crowd, Run For Your Life!, Technically Adept*

Inexperienced, Unadventurous

Face in the Crowd: Effects: 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.

Run for your Life: This Trait means you're better at running away from danger, usually due to all the practice you have! When in a chase situation (see p.55 in the Gamemaster's Guide), you receive a +1 bonus to your Speed when you're fleeing (not pursuing) - running for your life!

STUFF

Nothing. Not a Sausage.

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.

Inexperienced: Included in stats

Unadventurous: The idea of exploring or seeing the world and the universe just doesn't seem to appeal. Why spend money travelling across the world when you don't have anything to show for your expense afterwards except some trinkets and fading photographs? Sometimes, it's just laziness, fatigue or bad experience, but either way the excitement and thrill of travelling or experiencing the new just isn't there, or has faded.

After almost being poisoned by alien 'damp,' finding out his new roommate was an alien, and risking his life (again) to deactivate a killer alien time ship perched, unnoticed, above his home, Craig found a new lease on life, got off his couch, declared his love and went off to see the world.

**Some of the Doctor's knowledge (imparted by telepathic headbutt) is still floating around Craig's head, giving him scraps of alien information and improved technical skills, including limited knowledge of the non-technological technology of the Lamestene...*



CRAIG OWENS



PLAYER NAME

CHARACTER NAME

CRAIG OWENS

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+