

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

### CHARACTER SHEET

NAME *DONNA NOBLE*

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

*TO TRAVEL THE UNIVERSE  
AND MAKE SOMETHING OF  
HER LIFE.*

#### PERSONALITY

*BRAVE, ARGUMENTATIVE AND INDOMITABLE, DONNA HAS A  
FORMIDABLE PERSONALITY. SHE ALSO HAS A WICKED SENSE  
OF HUMOUR AND WILL TEASE HER COMPANIONS GIVEN HALF  
A CHANCE. SHE IS RESOLUTE AND DETERMINED TO STOP  
ANYONE OR ANYTHING FROM THREATENING THE POWERLESS.*

#### BACKGROUND

*DONNA TURNED DOWN HER FIRST OPPORTUNITY TO TRAVEL  
WITH THE DOCTOR AND REGRETTED THE DECISION. SHE'S  
DETERMINED TO EXPERIENCE THE UNIVERSE AND WILL MAKE  
THE MOST OF HER SECOND CHANCE.*

STORY POINTS **XXX 5**

### EQUIPMENT

*IF ROSE ISNT IN THE GAME, DONNA HAS:  
GADGET - SUPERPHONE*

HOME TECH LEVEL *5 - 21ST CENTURY*

### SKILLS

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

### TRAITS

*(DESCRIPTIONS ON THE BACK)  
ARGUMENTATIVE, EMPATHIC,  
INDOMINABLE, INEXPERIENCED,  
LUCKY.*



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**Argumentative** - Argumentative is a Minor Trait, so it shouldn't get in the way too much of their normal behaviour. However they will find it difficult to hold their tongue when their opinion or knowledge is contradicted. If this situation arises, the Gamemaster will reward 'playing in character' with Story Points. If the argument gets too heated and things look desperate enough that it may end in a fight, the character may try to back down to save themselves (and the others in their group), but they will have to make an Ingenuity and Resolve roll, with a -2 modifier, to try to hold their tongue from making matters even worse.

**Empathic** - Donna is able to empathise with others and can use this to calm people down or to understand their hidden emotions. Donna gets a +2 bonus when trying to empathise or read another person.

**Indomitable** - The Indomitable Trait gives the character a +4 bonus to any rolls to resist becoming possessed or hypnotised, psychically controlled or similar. In many ways, this Trait can also be used to avoid being convinced out of their course of action.

**Inexperienced** - Inexperienced is a Special Bad Trait that costs 2 Character Points **and** 2 Skill Points. In return, the character's maximum Story Point pool is increased by 3.

**Lucky** - When double '1's are rolled, and you can reroll both dice, trying for something better. If you get double '1's again, well, your luck obviously doesn't run that far. It doesn't guarantee a success on your second roll, but there's a better chance that fate may shine upon you.

