

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME *MARTHA JONES*

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

*SAVE LIVES.*

#### PERSONALITY

*MARTHA'S STRENGTHS ARE HER LEVEL-HEADED INTELLIGENCE AND TENACIOUS BRAVERY SHE IS CALM IN THE FACE OF DANGER AND WILLING TO SACRIFICE HERSELF FOR HER CAUSE.*

#### BACKGROUND

*FOLLOWING AN INCIDENT IN WHICH THE JUDOON STOLE THE HOSPITAL AT WHICH SHE WAS A STUDENT, MARTHA PUT HER MEDICAL STUDIES ON HOLD WHILE SHE TRAVELLED WITH THE DOCTOR. SHE NOW SPENDS MOST OF HER TIME ON EARTH, WORKING FOR UNIT.*

STORY POINTS ~~XXX~~ 3

#### EQUIPMENT

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

HOME TECH LEVEL 5 - 21ST CENTURY

### SKILLS

ATHLETICS	3
CONVINCE	2
CRAFT	0
FIGHTING	2
KNOWLEDGE	3
MARKSMAN	2
MEDICINE	4
SCIENCE	3
SUBTERFUGE	3
SURVIVAL	3
TECHNOLOGY	4
TRANSPORT	2

### TRAITS

*(DESCRIPTIONS ON THE BACK)  
ATTRACTIVE, BRAVE, CODE OF CONDUCT, FRIENDS (UNIT), TOUGH.*

CHARACTER SHEET



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**Attractive** - The Attractive Trait comes into play whenever the character is doing something that their looks can influence. As a Good Trait, the character will get a +2 bonus to any rolls that involve their stunning good looks, from charming their way past guards to getting information out of someone.

**Brave** - The Brave Trait provides a +2 bonus to any Resolve roll when the character could get scared or need to show their courage.

**Code of Conduct** - Martha tries to do good at most times, and are unable to harm another being unless it is absolutely necessary and for the greater good.

**Friends (UNIT)** - Martha has many contacts through her work with UNIT that can supply reliable sources of information.

**Tough** - Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2.

### CHARACTER SHEET

