

DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME MICKEY SMITH

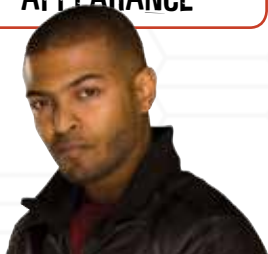
PLAYER

ATTRIBUTES

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

BIO-DATA EXTRACT

APPEARANCE



PERSONAL GOAL

TO PROVE HIMSELF

PERSONALITY

MICKEY HAS BECOME A STRONGER AND BRAVER INDIVIDUAL SINCE HIS TIME LEADING THE PREACHERS AGAINST THE CYBERMEN. HE CAN OFTEN APPEAR STRONG, SILENT AND DETERMINED, BUT IS VERY PROTECTIVE OF HIS FRIENDS AND ALLIES.

BACKGROUND

INITIALLY NERVOUS AND EASILY SCARED, HE DECIDED TO STAY IN THE PARALLEL WORLD BATTLING CYBERMEN AND LEADING THE PREACHERS. HE IS NOW ONE OF EARTH'S BRAVE DEFENDERS HELPING THE DOCTOR, CAPTAIN JACK AND MARTHA.

STORY POINTS ~~XXX~~ 3

EQUIPMENT

PREACHER GUN (DAMAGE: L (4/11)).

HOME TECH LEVEL 5 - 21ST CENTURY

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK)
BRAVE, FACE IN THE CROWD,
FRIENDS (PREACHERS), LUCKY,
QUICK REFLEXES, TECHNICALLY
ADEPT, TOUGH.



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

Face in the Crowd - 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.

Friends (Preachers) - Mickey has reliable information from the Preachers.

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.

Quick Reflexes - In a conflict situation, when they haven't been taken completely by surprise, the character is assumed to always go first in a Phase. They won't always go first in a Round, but if two or more people are acting in a single Phase, the person with Quick Reflexes goes first.

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.

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

