



DOCTOR WHO

STORY POINTS

ATTRIBUTES

- 4** AWARENESS ○○○○
- 4** COORDINATION ○○○○
- 6** INGENUITY ○○○○○○
- 4** PRESENCE ○○○○
- 5** RESOLVE ○○○○○
- 3** STRENGTH ○○○

SKILLS

- 2** ATHLETICS
- 4** CONVINCE
- 1** CRAFT
- 2** FIGHTING
- 5** KNOWLEDGE
- 4** MARKSMAN
- 2** MEDICINE
- 5** SCIENCE
- 4** SUBTERFUGE
- 3** SURVIVAL
- 5** TECHNOLOGY
- 2** TRANSPORT

TRAITS

Story Points: 1

Attractive, Brave, Keen Senses [sight], Run for your Life, Charming, Technically Adept, Time Traveller [All], Vortex [special]

Argumentative, Distinctive, Dark Secret, 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.

Charming: +2 bonus to rolls that involve being charming.

Keen Senses [Sight]: +2 bonus to Awareness rolls involving sight.

Run for your Life: +1 bonus to your Speed when you're fleeing (not pursuing) - running for your life!

STUFF

Blue Diary (Spoilers!)

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.

Time Traveller [All]: No minuses for rolls involving people, items or societies at other tech levels.

Vortex: Can use time travelling equipment, and can tell if something seems "wrong."

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.

Dark Secret: Spoilers!

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.

PERSONAL GOAL

River's goals and motivations change depending on when in the Doctor's timeline she appears.

PERSONALITY

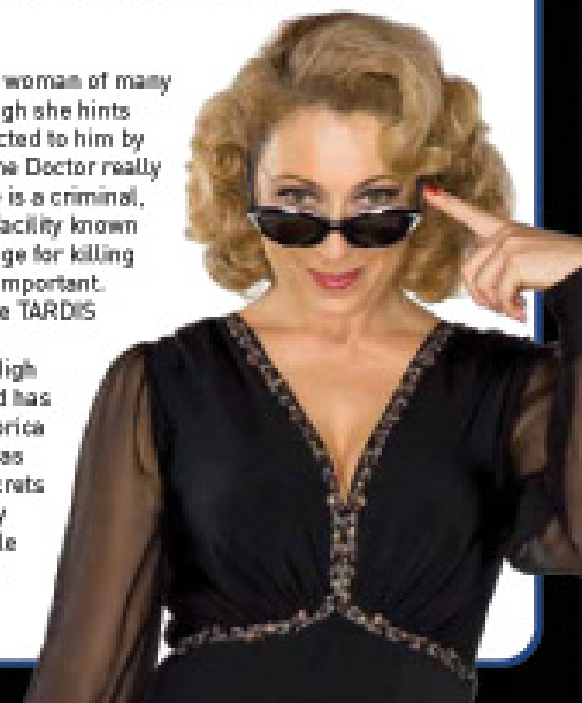
River Song is an amoral, cunning woman with quick wits and razor-sharp mind. She is almost the equal of the Doctor, who has a hard time accepting that fact. River knows more about the Doctor and his personal timeline than even he does, and she mercilessly teases him about this inequity of knowledge, hinting at greater things to come and then stopping short with a single sultry toned word: 'spoilers!'. River Song is a woman of many secrets.

Later in her personal timeline, River displays a cold and callous hand for destruction when she or the Doctor are threatened, and, unlike him, she shows little compunction about taking lives, especially those of her enemies.

BACKGROUND

River Song is a woman of many secrets. Although she hints at being connected to him by marriage, all the Doctor really knows that she is a criminal, locked up in a facility known as the Stormcage for killing someone very important. River can fly the TARDIS perfectly, has knowledge of High Gallifreyan, and has seen the Pandorica open, yet she has many more secrets squelched away away in her Little Blue notebook. Spoilers...!

RIVER SONG





PLAYER NAME

CHARACTER NAME

RIVER SONG

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+