



# DOCTOR WHO

## STORY POINTS



### ATTRIBUTES

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

### SKILLS

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

### PERSONAL GOAL

To keep Amy safe.

### PERSONALITY

Rory is a pragmatic and friendly young man, but he isn't afraid of telling the Doctor exactly what he thinks, especially when it comes to Amy. Rory is deeply in love with Amy and would do anything to protect her. He has even laid down his life (numerous times) for her, and he once spent two millennia as an Auton duplicate in order to protect her resting place.

Rory is easy going and would prefer to leave the TARDIS behind and settle down with Amy in a quiet village somewhere. But until she is ready to leave, he will follow her across time and space, bravely helping her and the Doctor to save the day.

### BACKGROUND

Rory comes from the Village of Leadworth and is Amy's childhood friend and sweetheart. He worked as a nurse in a local hospital when the 'Raggedy' Doctor returned to save the Earth from the Atraxi. Later, Rory joined the Doctor and Amy on their travels and discovered, first hand, the kind of life that the Doctor led every second, of every minute of every hour and every day.

He eventually died while saving the Doctor and was even erased from time, but not even that could keep him from his beloved Amy and he later returned to save her *and* the entire universe to boot.

RORY WILLIAMS

### TRAITS

Story Points: 3

Brave, Face in the Crowd, Run for your Life

*Code of Conduct, Unadventurous*

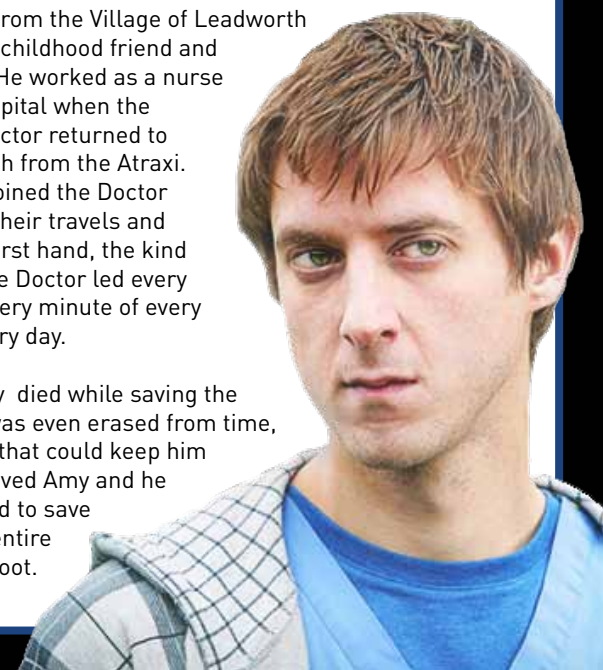
Brave The Brave Trait provides a +2 bonus to any Resolve roll when the character could get scared or need to show their courage.

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.

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

Mobile Phone  
Pen  
Notebook  
Code of Conduct: The Code of Conduct Trait means that your character adheres to a strict moral standing or self imposed set of rules they follow at all times. While this is listed as a Bad Trait, it doesn't mean that having a Code is Bad; just that it can restrict your actions and limit your choices. Being good is often the harder option, but it means you're a better person for it. 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.





PLAYER NAME

CHARACTER NAME

RORY WILLIAMS

## 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+