DOCTOR · WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME *ROSE TYLER*

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO BE WITH THE DOCTOR.

PERSONALITY

QUICK-THINKING AND RESOURCEFUL, ROSE IS ADVENTUROUS AND BRAVE, BARELY HESITATING BEFORE LEAPING ABOARD THE TARDIS. ROSE ALWAYS STANDS UP FOR WHAT SHE THINKS IS RIGHT, EVEN CHALLENGING THE DOCTOR WHEN SHE KNOWS HES DOING THE WRONG THING.

BACKGROUND

ROSE LIVED WITH HER MUM ON A SOUTH LONDON COUNCIL ESTATE AND WORKED IN A DEPARTMENT STORE. THE DOCTORS APPEARANCE GAVE HER THE CHANCE TO LIVE A LIFE LESS ORDINARY, AND SHE HASNT LOOKED BACK!

STORY POINTS XXX **5**

EQUIPMENT

GADGET - SUPERPHONE

HOME TECH LEVEL *5 - 21ST CENTURY*

ATTRIBUTES

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

SKILLS

ATHLETICS	3
CONVINCE	2
CRAFT	0
FIGHTING	2
KNOWLEDGE	2
MARKSMAN	2
MEDICINE	1
SCIENCE	2
SUBTERFUGE	4
SURVIVAL	2
TECHNOLOGY	2
TRANSPORT	2

TRAITS

(DESCRIPTIONS ON THE BACK)ATTRACTIVE, BRAVE, CHARMING, FACE IN THE CROWD, INEXPERIENCED, RUN FOR YOUR LIFE!

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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.

Charming - When the character is trying to charm their way through an encounter, they receive a +2 bonus. Very handy for talking your way out of being killed, but not always suitable for every social situation.

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.

Inexperienced - 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. This Trait (and these points) are already taken into account on this character sheet.

Run for your Life! - This Trait simply 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 of the **Gamemaster's Guide**), you receive a +1 bonus to your Speed when you're fleeing (not pursuing) and 'running for your life!'