

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME

(STUDENT)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### SKILLS

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

### TRAITS

ATTRACTIVE (MINOR)  
EMPATHIC (MINOR)  
FACE IN THE CROWD (MINOR)  
LUCKY (MINOR)  
RUN FOR YOUR LIFE! (MINOR)  
SCREAMER (MINOR)

CHARACTER SHEET



# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

**Attractive** - The character is attractive. +2 bonus to any rolls that involve their stunning good looks.

**Empathic** - An empathy with how others are feeling. +2 bonus on rolls to empathise or 'read' another person. This could be a simple Presence and Convince roll to reassure someone who's panicking in the middle of a battle, or an Awareness and Ingenuity roll to try to read another's actions and speech to see if they're lying.

**Face in the Crowd** - Some people fit in wherever they go. +2 to any Subterfuge Skill roll to sneak about and not get noticed. People will leave you to go about what you're doing.

**Lucky** - Lady Luck is on your side. When double '1's are rolled, and you can re-roll both dice - once only!

**Run for your Life!** - You've obviously got this running thing down to a fine art... When in a chase situation (see p.55), you receive a +1 bonus to your Speed when you're fleeing (not pursuing).

**Screamer!** - This ear splitting scream will penetrate miles of corridor to alert others to danger, and their location. No roll is necessary, and anything or anyone else in the room will be stunned and will be unable to act for their next action. The Screamer should take their next action running away while the enemy is stunned. The Screamer Trait cannot be taken with Brave and the character will not receive any bonuses when trying to resist getting scared (see 'Getting Scared' on p.51).

CHARACTER SHEET





# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

### CHARACTER SHEET

NAME

(UNIT SOLDIER)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

### SKILLS

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

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### TRAITS

BRAVE (MINOR)  
FRIENDS (UNIT) (MINOR)  
QUICK REFLEXES (MINOR)  
TOUGH (MINOR)  
VOICE OF AUTHORITY (MINOR)  
OBLIGATION (UNIT) (MAJOR BAD)





## ADVENTURES IN TIME AND SPACE

**Brave** - The character is especially brave. +2 bonus to any Resolve roll when the character needs to show courage. Note: Cannot be taken with the Cowardly Bad Trait, though individual Phobia Bad Traits can still be purchased.

**Friends (Minor)** - The character has people they can call upon for information or help. A reliable source of information.

**Quick Reflexes** - The character is fast to act when things happen, reacting to situations almost instinctively. When they haven't been taken completely by surprise, the character is assumed to always go first when acting in their Action Round phase. If more than one person in a phase has the Quick Reflexes Trait, the character with the higher relative Attribute goes first.

**Tough** - The character is more damage-resistant. Reduces the amount of damage that would be deducted from the character's Attributes by 2. This is after any other effects, such as armour, are taken into account.

**Voice of Authority** - When you talk, people listen to you. +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

**Obligation (Major)** - They have a duty to a group or organisation that means they have responsibilities to uphold. The organisation is more important than the character. They are always 'on call' and may not have time for a personal life. They'd be willing to lay down their life for the organisation, and penalties for disobedience or betrayal are severe.





# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME

(SCIENTIST/INVENTOR)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### SKILLS

ATHLETICS	1
CONVINCE	2
CRAFT	1
FIGHTING	0
KNOWLEDGE	3
MARKSMAN	0
MEDICINE	2
SCIENCE	4
SUBTERFUGE	0
SURVIVAL	0
TECHNOLOGY	5
TRANSPORT	1

### TRAITS

BOFFIN (MAJOR)  
PHOTOGRAPHIC MEMORY (MAJOR)  
RESOURCEFUL POCKETS (MINOR)

CHARACTER SHEET





## ADVENTURES IN TIME AND SPACE

**Boffin** - A genius with electronics and machinery. This Trait allows the character to create Gadgets through the fine art of 'Jiggery-Pokery' - see p.68 of the Gamemaster's Guide.

**Photographic Memory** - The character can commit information to memory. The character can spend a moment to commit information to memory. The Gamemaster must repeat the information if the player asks for it. They can remember something that they haven't actively committed to memory by spending a Story Point.

**Resourceful Pockets** - There's a chance that there's something useful in them that could get you out of a sticky situation. Either spend a Story Point and find the thing you need or roll two dice. If you get a 'double' then you find something helpful.

### CHARACTER SHEET





# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

### CHARACTER SHEET

NAME

(MEDICAL DOCTOR)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

### SKILLS

ATHLETICS	1
CONVINCE	2
CRAFT	0
FIGHTING	0
KNOWLEDGE	3
MARKSMAN	0
MEDICINE	5
SCIENCE	3
SUBTERFUGE	0
SURVIVAL	1
TECHNOLOGY	2
TRANSPORT	2

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### TRAITS

CHARMING (MINOR)  
EMPATHIC (MINOR)  
HYPNOSIS (MINOR)  
TECHNICALLY ADEPT (MINOR)  
VOICE OF AUTHORITY (MINOR)



# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

**Charming** - The character is charming. +2 bonus to attempts to use their charm.

**Empathic** - An empathy with how others are feeling. +2 bonus on rolls to empathise or 'read' another person. This could be a simple Presence and Convince roll to reassure someone who's panicking in the middle of a battle, or an Awareness and Ingenuity roll to try to read another's actions and speech to see if they're lying.

**Hypnosis (Minor)** - Minor Good Trait - the character can put people into a mild hypnotic state. Major Good Trait - mind control, not the sort of thing a companion would do. A +2 bonus to any social interaction to either calm someone down, or to get them to do what you'd like. The target can resist (see 'Being Possessed', p.52).

**Technically Adept** - You have an innate connection to technology. +2 to any Technology roll to fix a broken or faulty device, and to use complex gadgets or equipment. The bonus also applies to any gadget-creating jiggery-pokery.

**Voice of Authority** - When you talk, people listen to you. +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

CHARACTER SHEET





# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME

(MUSICIAN)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### SKILLS

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

### TRAITS

ATTRACTIVE (MINOR)  
CHARMING (MINOR)  
FRIENDS (MINOR)  
OWED FAVOUR (MINOR)  
TOUGH (MINOR)

CHARACTER SHEET





## ADVENTURES IN TIME AND SPACE

**Attractive** - The character is attractive. +2 bonus to any rolls that involve their stunning good looks.

**Charming** - The character is charming. +2 bonus to attempts to use their charm.

**Friends (Minor)** - The character has people they can call upon for information or help. A reliable source of information.

**Owed Favour (Minor)** - Someone out there owes you a favour. A small favour – a small amount of money (up to £1000), an introduction.

**Tough** - The character is more damage-resistant. Reduces the amount of damage that would be deducted from the character's Attributes by 2. This is after any other effects, such as armour, are taken into account.

CHARACTER SHEET





# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME

(JOURNALIST)

PLAYER

### ATTRIBUTES

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

### BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS 3

EQUIPMENT

HOME TECH LEVEL

### SKILLS

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

### TRAITS

INDOMITABLE (MAJOR)  
KEEN SENSES (MAJOR)  
LUCKY (MINOR)  
INSATIABLE CURIOSITY (MINOR BAD)

CHARACTER SHEET







## ADVENTURES IN TIME AND SPACE

**Indomitable** - The character has a determination and an iron will. +4 bonus to any rolls to resist becoming possessed or hypnotised, psychically controlled or similar.

**Keen Senses (Major)** - The character is very aware of their surroundings. +2 bonus to Awareness rolls (all senses) Note: Cannot be taken with the Impaired Senses Bad Trait in the same sense, although different ones can be taken.

**Lucky** - Lady Luck is on your side. When double '1's are rolled, and you can re-roll both dice - once only!

**Insatiable Curiosity** - The character doesn't know when to stop themselves when it comes to being nosy. Playing up to the Trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable. You could make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve). Note: Cannot be taken with the Unadventurous Bad Trait. If the character gains the Unadventurous Trait due to injury (see p.54), then the character would lose their Insatiable Curiosity Trait as well as gaining Unadventurous.

CHARACTER SHEET

