



DOCTOR WHO

STORY POINTS 

ATTRIBUTES

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

SKILLS

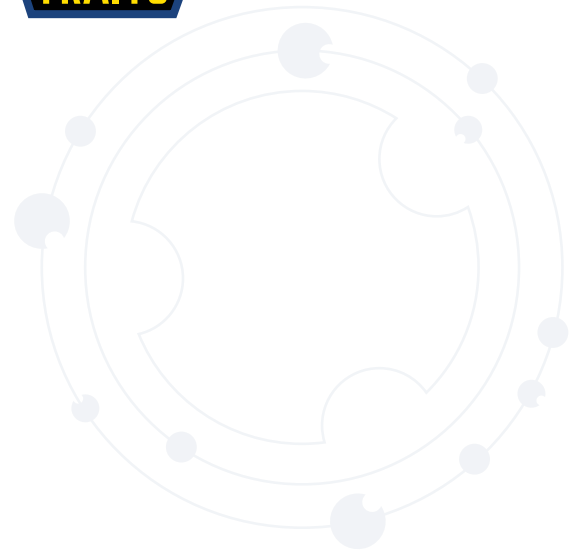
- | | |
|---|--|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

BIODATA

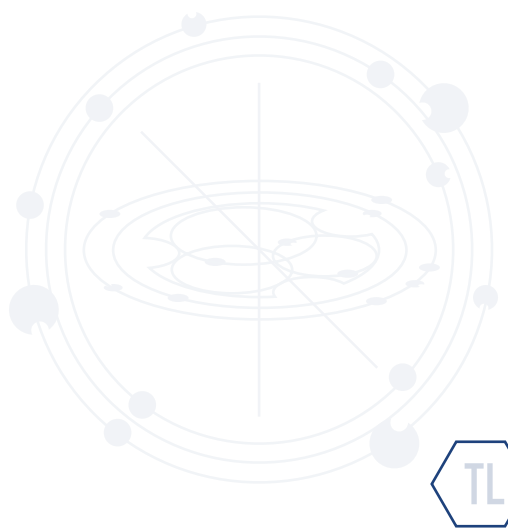
NAME

DESCRIPTION

TRAITS



STUFF



TL



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

1. ESTABLISH THE SCENE

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2. ESTABLISH INTENT

What is everyone (including the NPCs) planning to do?

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Remember, actions directed at another character can be resisted as they occur.

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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
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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.

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"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.

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"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.

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"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.

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"I could do with a ridiculous miracle...": Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.

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"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.

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"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.

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DOCTOR WHO

ATTRIBUTES

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

SKILLS

- | | |
|--|---|
|  4 ATHLETICS |  3 MEDICINE |
|  4 CONVINCE |  5 SCIENCE |
|  2 CRAFT |  3 SUBTERFUGE |
|  2 FIGHTING |  3 SURVIVAL |
|  6 KNOWLEDGE |  5 TECHNOLOGY |
|  2 MARKSMAN |  4 TRANSPORT |

PERSONAL GOAL

To explore, to discover, to see amazing places and to hold back the darkness.

PERSONALITY

The 11th incarnation of the Doctor is part mad-scientist and part schoolboy, with the mind of a genius wrapped in the body of a nerdy university undergraduate. He is gloriously mad-cap and very rarely looks before he leaps, preferring to make his plans up on the fly and jumping into the abyss beyond. Although he is not prone to fits of melancholy like his previous self, he is far more flighty. He's always prepared to help and solve even the most impossible of problems even before he's realised the consequences of his actions. He is a madman with a box.

BACKGROUND

The last of the Time Lords of the planet Gallifrey, the Doctor is the last guardian of the Universe. He has saved it more times than he cares to remember and now looks younger than ever, although he is at least 907 years old.

He travels time and space taking the very weight of the Universe on his shoulders, standing against the encroaching darkness. always ready to bring the green light of his sonic screwdriver to bear.

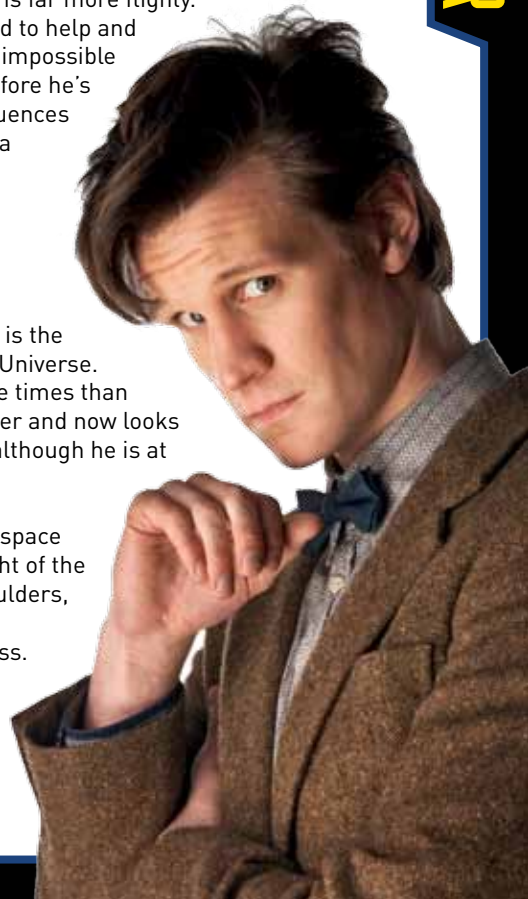
TRAITS

Boffin, Brave, Charming, Feel the Turn of the Universe, Friends (Major: UNIT, River Song), Indomitable, Keen senses (Major), Photographic Memory, Quick Reflexes, Psychic, Run For Your Life!, Technically Adept, Time Lord, Experienced Time Lord x10, Time Traveller (All), Vortex

Adversary (Major: Too Many To List), Code of Conduct, Distinctive, Eccentric, Impulsive, Insatiable Curiosity, Obsession (See amazing places)

STUFF

- Sonic Screwdriver
- Psychic Paper
- Remodelled TARDIS





PLAYER NAME

CHARACTER NAME

THE DOCTOR

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STORY USE

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DOCTOR WHO

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-  **INGENUITY** ○ ○ ○
-  **PRESENCE** ○ ○ ○ ○
-  **RESOLVE** ○ ○ ○ ○
-  **STRENGTH** ○ ○

SKILLS

- | | |
|--|---|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

PERSONAL GOAL

To travel with the Doctor, to explore, to have fun.

PERSONALITY

Amy (Amelia) Pond is a spitfire of a woman. Her bright and vibrant personality shines through regardless of the gloom and darkness around her.

She is headstrong with a thirst for adventure, a quirky nature and a sharp tongue. She's very possessive of the Doctor and Rory, whom she thinks of as 'her boys.'

BACKGROUND

Amy lived with her aunt in the village of Leadworth. Troubled by a mysterious crack in the wall, she prayed to Santa or a police man to come and help. She got a strange, raggedy madman with a box, instead. A man who claimed he could travel in time and space.

Four psychiatrists and 12 years later, he burst back into her life and dragged her into a whirlwind adventure against strange aliens. He saved the world with a laptop, a mobile phone and 20 minutes to spare, and promptly disappeared again.

Two years later, on the eve of her wedding, he appeared once more and whisked her off into time and space. She hasn't looked back since...

AMY POND



TRAITS

Attractive, Brave, Empathic, Indomitable,
Run For Your Life!

*Argumentative, Distinctive, Impulsive,
Insatiable Curiosity*

STUFF

- Mobile Phone
- Handcuffs
- Police Uniform



PLAYER NAME

CHARACTER NAME

AMY POND

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-  **INGENUITY** ○ ○ ○ ○
-  **PRESENCE** ○ ○ ○
-  **RESOLVE** ○ ○ ○ ○
-  **STRENGTH** ○ ○ ○

SKILLS

- | | |
|--|---|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  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.

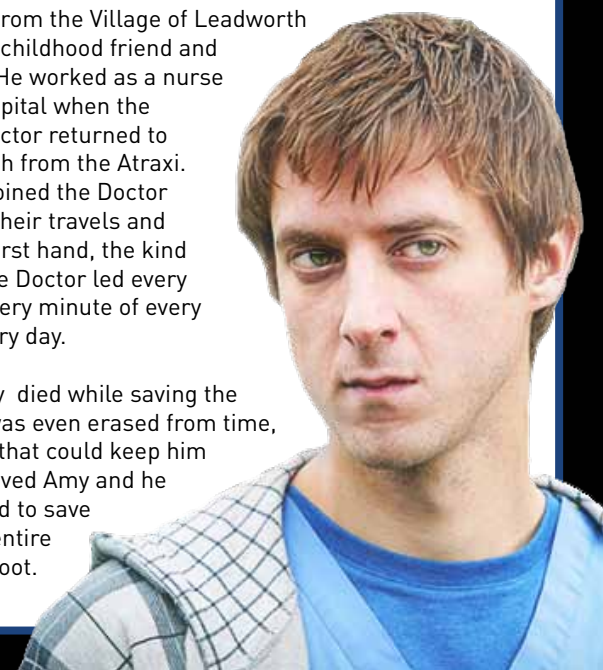
Rory is easy going and would prefer to leave the TARDIS behind and settle down with Amy in a quiet village somewhere. But until she is ready to leave, he will follow her across time and space, bravely helping her and the Doctor to save the day.

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

Brave, Face in the Crowd, Run for your Life

Code of Conduct, Unadventurous

STUFF

- Mobile Phone
- Pen
- Notebook



PLAYER NAME

CHARACTER NAME

RORY WILLIAMS

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DOCTOR WHO

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

SKILLS

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

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 squirreled away in her little blue notebook. Spoilers...!

RIVER SONG

TRAITS

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

Argumentative, Distinctive, Dark Secret, Insatiable Curiosity

STUFF

- Blue Diary (Spoilers!)
- 51st Century Sonic Blaster (Dmg L)
- Datapad
- Hallucinogenic Lipstick

Note: River can take a Vortex Manipulator (stolen of the wrist of a Time Agent) by reducing her Story Point total by a further 6. Alternately, she may take the Future Sonic Screwdriver instead, by reducing her Story Point total by 3.





PLAYER NAME

CHARACTER NAME

RIVER SONG

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-  **RESOLVE** ○ ○ ○
-  **STRENGTH** ○ ○ ○

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|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

TRAITS

Face in the Crowd, Run For Your Life!, Technically Adept*

Inexperienced, Unadventurous

STUFF

Nothing. Not a Sausage.

PERSONAL GOAL

To marry his best friend Sophie, see the world and then settle down to a quiet life of telly and take-out.

PERSONALITY

Craig is just this guy, you know? A seriously average bloke, who has simple needs and no over-arching ambitions for the world, he is none-the-less a loyal and devoted soul who, when push comes to shove and adventure is thrust upon him, will leave the couch and do what is right.

BACKGROUND

Craig was just an average bloke, with an average job and an average girl who seemed just out of his reach for anything more than friendship when the Doctor rented a room in his flat. The events that followed changed his life.

After almost being poisoned by alien 'damp,' finding out his new roommate was an alien, and risking his life (again) to deactivate a killer alien time ship perched, unnoticed, above his home, Craig found a new lease on life, got off his couch, declared his love and went off to see the world.

**Some of the Doctor's knowledge (imparted by telepathic headbutt) is still floating around Craig's head, giving him scraps of alien information and improved technical skills, including limited knowledge of the non-technological technology of the Lamestene...*

CRAIG OWENS





PLAYER NAME

CHARACTER NAME

CRAIG OWENS

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+



DOCTOR WHO

STORY POINTS  12

ATTRIBUTES

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

SKILLS

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

NAME:

PERSONAL GOAL

To serve the United Intelligence Taskforce, defending the Earth from alien and terrestrial threats.

MILITARY OPERATIONAL SPECIALITY

You recieved advanced training in one skill. Add +1 to one of your Skill Ratings.

DESCRIPTION

UNIT SOLDIER

TRAITS

Brave, Friends (Major - UNIT), Quick Reflexes, Tough, Voice of Authourity

Code of Conduct (Minor - Military Code), Obligation (Major - UNIT)

STUFF

- Flak Jacket
- 9mm Pistol (Dmg 5)
- Mobile Phone

TL 5



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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LEVELS OF SUCCESS

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USING STORY POINTS

STORY USE

COST

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Variable

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9+



DOCTOR WHO

STORY POINTS  12

ATTRIBUTES

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

SKILLS

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

NAME:

PERSONAL GOAL

To discover the unknown and push back the boundaries of science.

DOCTORATE

Although you have a keen interest in all areas of science, you recieved your Doctorate in one particular area of expertise (Physics, Biology, Geology, etc., choose one). You recieve a +2 when making Science Skill rolls in the field of:

DESCRIPTION

TRAITS

Boffin, Photographic Memory, Technically Adept, Resourceful Pockets

Eccentric (Minor - Choose a Behaviour), Insatiable Curiosity

STUFF

Lab Coat
Pencil
Notebook
Smart Phone

TL 5

SCIENTIST



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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LEVELS OF SUCCESS

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9+ BELOW	Disastrous!	No AND bad things happen.	x1.5

USING STORY POINTS

STORY USE

COST

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Variable

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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

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9+



DOCTOR WHO

ATTRIBUTES

-  **AWARENESS** ○ ○ ○ ○
-  **COORDINATION** ○ ○ ○ ○
-  **INGENUITY** ○ ○ ○
-  **PRESENCE** ○ ○ ○ ○ ○
-  **RESOLVE** ○ ○
-  **STRENGTH** ○ ○ ○

SKILLS

- | | |
|--|---|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

NAME:

PERSONAL GOAL

You rose from homeless street thief to the top of the charts, but Earthly fame isn't enough. You want your music to ring out across time and space.

VIRTUOSO

You are a virtual musical polymath, but there is one instrument for which you are world renowned. Pick a single musical instrument or your voice. You receive a +2 when making Craft Skill rolls to use it:

DESCRIPTION

TRAITS

Attractive, Charming, Lucky, Quick Reflexes

Eccentric (Minor - Choose a Behaviour), Distinctive, Impulsive, Selfish

STUFF

Musical Instrument (Choose one)

Stage Costume

Flippin' Great Wads of Cash (Earth TL5 only)



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

LEVELS OF SUCCESS

ROLL	RESULT	DID YOU SUCCEED?	DAMAGE
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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.

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"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

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5+

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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+



DOCTOR WHO

STORY POINTS  12

ATTRIBUTES

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

SKILLS

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

NAME:

PERSONAL GOAL

To explore the ruins of ancient civilizations, learn everything you can about them and then return their artefacts to a museum so others can learn about them as well.

PROFESSOR OF ARCHEOLOGY

You receive a +2 when making Knowledge rolls pertaining to Earth History or Science rolls pertaining to Archaeology.

DESCRIPTION

TRAITS

Lucky, Quick Reflexes, Run For Your Life!, Tough

Code of Conduct (Minor), Impulsive, Insatiable Curiosity, Obsession (Minor - Explore Ancient Ruins)

STUFF

- Fedora
- Leather Satchel
- Bullwhip
- Pistol
- Notebook
- Portable Archaeology Kit

TL 4

ADVENTURING ARCHAEOLOGIST



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

1. ESTABLISH THE SCENE

Where is everyone and what is the environment like?

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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:

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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
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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.

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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.

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"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.

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Variable

"I could do with a ridiculous miracle...": Make a minor change to the plot or story for your temporary advantage. Gamemaster approval required.

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Variable

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9+



DOCTOR WHO

STORY POINTS  12

ATTRIBUTES

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

SKILLS

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

NAME:

PERSONAL GOAL

Why travel through time and space? Well... it's a larf, innit?

BRAWLER

You've been in a fair number of scrums both on and off the field and you usually come out on top. You receive a +2 on on your Convince Skill Rolls when using your size and strength to intimidate others and a +2 to unarmed fighting rolls (especially when fighting dirty or using improvised weapons, like barstools).

PRO FOOTBALLER

You receive a +2 on all Athletics and Knowledge rolls pertaining to Football.

DESCRIPTION

TRAITS

Indomitable, Quick Reflexes, Run For Your Life!, Tough

Argumentative, Distinctive, Impulsive

STUFF

Team Uniform

Cleats (Dmg Str+2)

TL 5

THE FOOTBALLER



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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USING STORY POINTS

STORY USE

COST

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DOCTOR WHO

ATTRIBUTES

-  **AWARENESS** ○ ○ ○ ○ ○
-  **COORDINATION** ○ ○ ○
-  **INGENUITY** ○ ○ ○
-  **PRESENCE** ○ ○ ○ ○ ○
-  **RESOLVE** ○ ○ ○ ○
-  **STRENGTH** ○ ○ ○

SKILLS

- | | |
|--|---|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

NAME:

PERSONAL GOAL

Changes with the mood of the electorate, but all such goals revolve around getting you elected to higher office.

SOLDIER STATESMAN

You entered politics after a distinguished career as a military officer and have experience and connections in both the military and government. You receive a +2 to all Knowledge rolls pertaining to the military and politics of your country. Unfortunately, you also made enemies in your rise to power and have the *Adversary Trait* to represent a horde of petty bureaucrats and rival officers that can make life difficult for you.

DARK SECRET

Like most politicians, you have a skeleton in your closet, one that would destroy your political career and leave you shunned and possibly incarcerated. The Gamemaster will decide what this Dark Secret is.

STRINGS ATTACHED

You owe someone big time for your current position, a person who you would rather people did not know about.

DESCRIPTION

TRAITS

Attractive, Charming, Friends (Major - Government, Military)

Adversary (Minor - Political Rivals), Dark Secret (Major), Owes Favour (Major - Choose)

STUFF

Suit & Tie
Mid-Level Security Clearance
Key (literal or metaphorical) to your Dark Secret.



PLAYER NAME

CHARACTER NAME

EXTENDED ACTION SUMMARY

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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+



DOCTOR WHO

STORY POINTS  10

ATTRIBUTES

-  **AWARENESS** ○ ○ ○
-  **COORDINATION** ○ ○ ○ ○ ○ ○ ○
-  **INGENUITY** ○ ○ ○ ○
-  **PRESENCE** ○ ○
-  **RESOLVE** ○ ○
-  **STRENGTH** ○ ○

SKILLS

- | | |
|--|---|
|  ATHLETICS |  MEDICINE |
|  CONVINCE |  SCIENCE |
|  CRAFT |  SUBTERFUGE |
|  FIGHTING |  SURVIVAL |
|  KNOWLEDGE |  TECHNOLOGY |
|  MARKSMAN |  TRANSPORT |

PERSONAL GOAL

Stay alive.

BACKSHOOTER

You don't like having to face your opponents, preferring to deal with them when their back is turned. You receive a +2 to your Marksman rolls when you catch your target unaware.

BACKGROUND

THE ALIEN

TRAITS

Alien, Boffin, Shapeshift (Special)

Adversary (Minor - Your Own Race), Cowardly, Outcast (Homeworld)

STUFF

Electronic Lockpick
Engineer's Mate



PLAYER NAME

CHARACTER NAME

Pregen Name

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.

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