

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

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

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

STORY POINTS

EQUIPMENT

HOME TECH LEVEL

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

TRAITS

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



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME

(TORCHWOOD OPERATIVE)

PLAYER

ATTRIBUTES

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

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS

EQUIPMENT

HOME TECH LEVEL

SKILLS

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

TRAITS

BRAVE (MINOR)
FRIENDS (TORCHWOOD) (MINOR)
KEEN SENSES (MINOR)
PSYCHIC TRAINING (MINOR)
TECHNICALLY ADEPT (MINOR)

OBLIGATION (TORCHWOOD) (MAJOR BAD)



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET



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

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



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

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

STORY POINTS

EQUIPMENT

HOME TECH LEVEL

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

TRAITS

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



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

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

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



DOCTOR • WHO

ADVENTURES IN TIME AND SPACE

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

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



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