DOCTOR · WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME THE DOCTOR

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO EXPLORE AND HELP.

PERSONALITY

EXCITABLE, ENTHUSIASTIC AND ENERGETIC, YET SOMETIMES WISTFUL AND MELANCHOLY, THE DOCTOR IS...COMPLICATED. HIS SENSE OF HONOUR AND RESPONSIBILITY IS ABSOLUTE, AND IT SOMETIMES SEEMS THAT HE CARRIES THE WEIGHT OF THE UNIVERSE ON HIS SHOULDERS.

BACKGROUND

LAST OF THE TIMELORDS, FROM THE DESTROYED PLANET OF GALLIFREY, THE DOCTOR IS FATED TO TRAVEL THROUGH TIME AND SPACE WITHOUT THE POSSIBILITY OF EVER RETURNING HOME..

STORY POINTS 8

EQUIPMENT

SONIC SCREWDRIVER, PSYCHIC PAPER, TARDIS

HOME TECH LEVEL 10 - TIME LORD

ATTRIBUTES

AWARENESS	4
COORDINATION	4
INGENUITY	9
PRESENCE	4
RESOLVE	5
STRENGTH	3

SKILLS

ATHLETICS	3
CONVINCE	4
CRAFT	2
FIGHTING	2
KNOWLEDGE	6
MARKSMAN	1
MEDICINE	3
SCIENCE	5
SUBTERFUGE	3
SURVIVAL	3
TECHNOLOGY	4
TRANSPORT	4

TRAITS

(DESCRIPTIONS ON THE BACK) ADVERSARY, ATTRACTIVE, BOFFIN, BRAVE, CHARMING, CODE OF CONDUCT, FACE IN THE CROWD, FEEL THE TURN OF THE UNIVERSE, GADGET, LAST OF MY KIND, RESOURCEFUL POCKETS, RUN FOR YOUR LIFE!, TECHNICALLY ADEPT, TIME LORD (EXPERIENCED), TIME TRAVELLER, VORTEX

DOCTOR · WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

Adversary - The Doctor has picked up a few enemies in his travels, many of which will actively try to stop him (or worse) if they encounter him again.
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.
Boffin - This Trait allows the character to create Gadgets through the fine art of "Jiggery-Pokery". Your average Joe can try to open their household appliances and wire them together to try to make something - though they'll probably only gain an electric shock or worse. Only a Boffin can do this and create a useful device that can scan DNA, cracks safes, or disable Dalek forcefields. More details on creating Gadgets can be found in the Jiggery-Pokery rules on p.68 of the **Gamemaster's Guide**.
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.
Code of Conduct - The Doctor's version of this Trait means that he abhors violence, refuses to use a gun, and will always protect the innocent and the helpless. Breaking this code may be very costly resulting in the loss of some or all of his Story Points!
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.
Feel the Turn of the Universe - An innate ability to sense when something is amiss or unnatural and what needs to be done to set the universe right. This can be anything from sensing that a person has unnatural indestructibility, to knowing that something is disturbing nature or history with its alien presence. They will be able to sense if something is tampering with time. They may not know exactly what it is, but something is wrong. The character will sense something wrong with an Awareness and Ingenuity roll with a +2 bonus – the more successful, the more likely they are to know what is wrong and how to start to fix it.
Gadget - The character has one or more Gadgets. If lost or damaged during the game, they are returned or restored at the beginning of the next adventure.
Last of My Kind - As the last of your kind, you often get moody and depressed, and need the companionship of others at most times to avoid letting the weight of the responsibility and loneliness from getting too much. When travelling alone, the depression can effect everything your character does, imposing a –2 penalty on every action unless engaged in combat. At particularly bad times, the Gamemaster may impose this penalty even when travelling with others – for example, when reminded of their situation, anniversaries of the destruction of their homeworld, or similar.
Resourceful Pockets - You can either spend a Story Point and find the thing you need or roll a couple of dice. If you get a 'double', for example rolling two 1's or two 3's, then you find something helpful in your pocket, from a cricket ball to a clockwork mouse. Of course it may not be exactly what you were expecting, but it may be useful in some way.
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!'
Technically Adept - The Technically Adept Trait provides the character with +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.
Time Lord (Experienced) - A Special Trait that gives the character all of the abilities of a Time Lord - they can regenerate (up to twelve times), they automatically gain the Feel the Turn of the Universe and Vortex Traits, and gain 2 levels of the Ingenuity Attribute (even if this takes the Attribute above 6).
Time Traveller - The Doctor is familiar not only with the Tech Level of Gallifrey, but also of most other time periods. In this special case, he receives no penalties for working with technology outside of a level of his own unless the Gamemaster introduces technology the Doctor is unfamiliar with.
Vortex - The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait.

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 HE'S DOING THE WRONG THING.

BACKGROUND

ROSE LIVED WITH HER MUM ON A SOUTH LONDON COUNCIL ESTATE AND WORKED IN A DEPARTMENT STORE. THE DOCTOR'S APPEARANCE GAVE HER THE CHANCE TO LIVE A LIFE LESS ORDINARY, AND SHE HASN'T LOOKED BACK!

STORY POINTS 15

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!

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!'

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ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME CAPTAIN JACK HARKNESS

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO MAKE A DIFFERENCE.

PERSONALITY

LIVELY, FUNNY, CHARMING AND ARROGANT - JACK WORKS HARD AT PRESENTING HIS 'DEVIL-MAY-CARE' PERSONA. HE ACTUALLY CARES DEEPLY ABOUT DOING WHAT'S RIGHT AND WILL GLADLY PUT HIMSELF IN DANGER TO OPPOSE THE VILLAINS OF THE GALAXY.

BACKGROUND

AN EX-TIME AGENT FROM THE 51ST CENTURY, JACK'S LIFE WAS TURNED AROUND BY MEETING THE DOCTOR. NOT ONLY DID HE GAIN A PURPOSE, BUT HE ALSO BECAME IMMORTAL WHEN ROSE BROUGHT HIM BACK TO LIFE WHEN SHE WAS FILLED WITH THE POWERS OF THE VORTEX.

STORY POINTS 4

EQUIPMENT

VORTEX MANIPULATOR, WEBLEY REVOLVER - DAMAGE 5 (2/5/7)

HOME TECH LEVEL 8 - 51ST CENTURY EARTH

ATTRIBUTES

AWARENESS	4
COORDINATION	4
INGENUITY	4
PRESENCE	5
RESOLVE	4
STRENGTH	4

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK) AMNESIA (MINOR), ATTRACTIVE, BRAVE, CHARMING, FAST HEALING (SPECIAL), FRIENDS (TORCHWOOD), GADGET, IMMORTAL (SPECIAL), TECHNICALLY ADEPT, TIME TRAVELLER, TOUGH, VORTEX

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

Amnesia (Minor) - Amnesia means that the character has lost a portion of their memory. It could be as small as a couple of days, weeks or even a couple of years, but the character (and the player) will have no idea of what happened to them in that time. In Jack's case, the Time Agency erased parts of his memory, the memories of some of his more clandestine missions on their behalf.

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.

Fast Healing (Special) - Jack heals any damage faster than a normal person. Attribute Points lost due to injury are recovered at a rate of 1 point per minute. Due to Jack's Immortal Trait (see below), damage that puts Jack's Attributes into a negative number should be recorded. Once his Traits have returned to a normal level from him being "dead", he will regain consciousness and return to activity.

Friends (Torchwood) - Jack has contact with Torchwood (and UNIT sometimes) and is able to get reliable classified information that may steer him in the right direction during an adventure.

Gadget - The character has one or more Gadgets. If lost or damaged during the game, they are returned or restored at the beginning of the next adventure.

Immortal (Special) - If killed during the course of an adventure, the character looks dead and is unable to be revived. When they have healed all of the damage they have taken, and returned to their full health, they will wake and be fine. If the damage is really severe, the Gamemaster may keep track of how far into the "negative" your character's Attributes go, and they will have to heal all of these before they can recover.

Technically Adept - The Technically Adept Trait provides the character with +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.

Time Traveller - Jack has spent a lot of time in the 21st Century, so he gains the Time Traveller Trait, showing his familiarity with both TL5 (21st Century Earth) and TL8 (51st Century).

Tough - Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2.

Vortex - The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait.

DOCTOR · WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME DONNA NOBLE

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO TRAVEL THE UNIVERSE AND MAKE SOMETHING OF HER LIFE.

PERSONALITY

BRAVE, ARGUMENTATIVE AND INDOMITABLE, DONNA HAS A FORMIDABLE PERSONALITY. SHE ALSO HAS A WICKED SENSE OF HUMOUR AND WILL TEASE HER COMPANIONS GIVEN HALF A CHANCE. SHE IS RESOLUTE AND DETERMINED TO STOP ANYONE OR ANYTHING FROM THREATENING THE POWERLESS.

BACKGROUND

DONNA TURNED DOWN HER FIRST OPPORTUNITY TO TRAVEL WITH THE DOCTOR AND REGRETTED THE DECISION. SHES DETERMINED TO EXPERIENCE THE UNIVERSE AND WILL MAKE THE MOST OF HER SECOND CHANCE.

STORY POINTS 15

EQUIPMENT

IF ROSE ISNT IN THE GAME, DONNA HAS:
GADGET - SUPERPHONE

HOME TECH LEVEL 5 - 21ST CENTURY

ATTRIBUTES

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

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK)
ARGUMENTATIVE, EMPATHIC, INDOMINATBLE, INEXPERIENCED, LUCKY.

Argumentative - Argumentative is a Minor Trait, so it shouldn't get in the way too much of their normal behaviour. However they will find it difficult to hold their tongue when their opinion or knowledge is contradicted. If this situation arises, the Gamemaster will reward 'playing in character' with Story Points. If the argument gets too heated and things look desperate enough that it may end in a fight, the character may try to back down to save themselves (and the others in their group), but they will have to make an Ingenuity and Resolve roll, with a –2 modifier, to try to hold their tongue from making matters even worse.

Empathic - Donna is able to empathise with others and can use this to calm people down or to understand their hidden emotions. Donna gets a +2 bonus when trying to empathise or read another person.

Indomitable - The Indomitable Trait gives the character a +4 bonus to any rolls to resist becoming possessed or hypnotised, psychically controlled or similar. In many ways, this Trait can also be used to avoid being convinced out of their course of action.

Inexperienced - Inexperienced is 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.

Lucky - When double '1's are rolled, and you can reroll both dice, trying for something better. If you get double '1's again, well, your luck obviously doesn't run that far. It doesn't guarantee a success on your second roll, but there's a better chance that fate may shine upon you.

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ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME MARTHA JONES

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

SAVE LIVES.

PERSONALITY

MARTHA'S STRENGTHS ARE HER LEVEL-HEADED INTELLIGENCE AND TENACIOUS BRAVERY. SHE IS CALM IN THE FACE OF DANGER AND WILLING TO SACRIFICE HERSELF FOR HER CAUSE.

BACKGROUND

FOLLOWING AN INCIDENT IN WHICH THE JUDOON STOLE THE HOSPITAL AT WHICH SHE WAS A STUDENT, MARTHA PUT HER MEDICAL STUDIES ON HOLD WHILE SHE TRAVELLED WITH THE DOCTOR. SHE NOW SPENDS MOST OF HER TIME ON EARTH, WORKING FOR UNIT.

STORY POINTS 12

EQUIPMENT

IF ROSE ISN'T IN THE GAME, MARTHA HAS: GADGET - SUPERPHONE

HOME TECH LEVEL 5 - 21ST CENTURY

ATTRIBUTES

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

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK) ATTRACTIVE, BRAVE, CODE OF CONDUCT, FRIENDS (UNIT), TOUGH.

CHARACTER SHEET

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.

Code of Conduct - Martha tries to do good at most times, and are unable to harm another being unless it is absolutely necessary and for the greater good.

Friends (UNIT) - Martha has many contacts through her work with UNIT that can supply reliable sources of information.

Tough - Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2.

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME SARAH JANE SMITH

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO DEFEND THE EARTH

PERSONALITY

INTREPID, BRAVE AND RESOURCEFUL, SARAH JANE IS DEDICATED TO PROTECTING THE EARTH FROM INTER-GALACTIC THREATS.

BACKGROUND

LEFT BY THE DOCTOR IN ABERDEEN, SARAH JANE STRUGGLED TO COME TO TERMS WITH HER SENSE OF ABANDONMENT. SARAH JANE HAS BEEN INSPIRED BY HER RECENT REUNION WITH THE DOCTOR TO WORK TO DEFEND THE EARTH FROM ALIEN THREATS WITH NEW FRIENDS AND ALLIES.

STORY POINTS 12

EQUIPMENT

GADGETS: SONIC LIPSTICK, WRIST SCANNER

HOME TECH LEVEL 5 - 21ST CENTURY

ATTRIBUTES

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

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK) BOFFIN, BRAVE, FACE IN THE CROWD, FRIENDS (UNIT), GADGET, INSATIABLE CURIOSITY, TECHNICALLY ADEPT.

CHARACTER SHEET

Boffin - This Trait allows the character to create Gadgets through the fine art of 'Jiggery-Pokery'. Your average Joe can try to open their household appliances and wire them together to try to make something - though they'll probably only gain an electric shock or worse. Only a Boffin can do this and create a useful device that can scan DNA, cracks safes, or disable Dalek forcefields. More details on creating Gadgets can be found in the Jiggery-Pokery rules on p.68 of the **Gamemaster's Guide**.

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.

Friends (UNIT) - Sarah Jane has contacts from her days with the Doctor when he worked for UNIT and can still call upon UNIT for reliable information from the Brigadier.

Gadget - The character has one or more Gadgets. If lost or damaged during the game, they are returned or restored at the beginning of the next adventure.

Insatiable Curiosity - It is usually unhelpful, but you simply **have** to know where or what is going on, why something is happening or how it works. It may put your life at risk, but it doesn't make you suicidal. You just take a few chances to find things out. If you're fighting the urge to press that button, or open that door, you can make a Ingenuity and Resolve roll, with a –2 modifier to resist.

Technically Adept - The Technically Adept Trait provides the character with +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.

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME MICKEY SMITH

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO PROVE HIMSELF

PERSONALITY

MICKEY HAS BECOME A STRONGER AND BRAVER INDIVIDUAL SINCE HIS TIME LEADING THE PREACHERS AGAINST THE CYBERMEN. HE CAN OFTEN APPEAR STRONG, SILENT AND DETERMINED, BUT IS VERY PROTECTIVE OF HIS FRIENDS AND ALLIES.

BACKGROUND

INITIALLY NERVOUS AND EASILY SCARED, HE DECIDED TO STAY IN THE PARALLEL WORLD BATTLING CYBERMEN AND LEADING THE PREACHERS. HE IS NOW ONE OF EARTH'S BRAVE DEFENDERS HELPING THE DOCTOR, CAPTAIN JACK AND MARTHA.

STORY POINTS 12

EQUIPMENT

PREACHER GUN (DAMAGE: L (4/L/L)).

HOME TECH LEVEL 5 - 21ST CENTURY

ATTRIBUTES

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

SKILLS

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

TRAITS

(DESCRIPTIONS ON THE BACK)
BRAVE, FACE IN THE CROWD, FRIENDS (PREACHERS), LUCKY, QUICK REFLEXES, TECHNICALLY ADEPT, TOUGH.

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.

Friends (Preachers) - Mickey has reliable information from the Preachers.

Lucky - when double '1's are rolled, and you can reroll both dice, trying for something better. If you get double '1's again, well, your luck obviously doesn't run that far. It doesn't guarantee a success on your second roll, but there's a better chance that fate may shine upon you.

Quick Reflexes - In a conflict situation, when they haven't been taken completely by surprise, the character is assumed to always go first in a Phase. They won't always go first in a Round, but if two or more people are acting in a single Phase, the person with Quick Reflexes goes first.

Technically Adept - The Technically Adept Trait provides the character with +2 to any Technology roll to fix a broken or faulty device, and to use complex gadgets or equipment.

Tough - Tough reduces the amount of damage that would normally be deducted from the character's Attributes by 2.

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CHARACTER SHEET

NAME K-9

PLAYER

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

TO SERVE.

PERSONALITY

SUPER-INTELLIGENT, K-9 HAS A TENDENCY TO REMIND HIS 'MASTERS' OF HIS SUPERIORITY, THOUGH HE IS FIERCELY FAITHFUL TO THEM.

BACKGROUND

K-9 IS THE 4TH VERSION OF THE DOCTORS FAITHFUL ROBOTIC 'DOG', LEFT AS A GIFT FOR SARAH JANE SMITH AFTER THE INCIDENT AT DEFFRY VALE.

STORY POINTS 12

ATTRIBUTES

AWARENESS	3
COORDINATION	2
INGENUITY	7
PRESENCE	1
RESOLVE	3
STRENGTH	3

SKILLS

ATHLETICS	1
CONVINCE	2
CRAFT	0
FIGHTING	1
KNOWLEDGE	6
MARKSMAN	2
MEDICINE	3
SCIENCE	5
SUBTERFUGE	1
SURVIVAL	1
TECHNOLOGY	6
TRANSPORT	2

TRAITS

(DESCRIPTIONS ON THE BACK)
BOFFIN, NATURAL WEAPON - NOSE BLASTER, OPENICLOSE (GADGET), RESTRICTION - STAIRS, ROBOT, SCAN (GADGET), SLOW, TECHNICALLY ADEPT, TRANSMIT (GADGET), VORTEX

EQUIPMENT

NONE, AS HE HAS LOADS OF GADGETS.

HOME TECH LEVEL 10 - TIME LORD

CHARACTER SHEET

Boffin - This Trait allows the character to create Gadgets through the fine art of 'Jiggery-Pokery'.

Natural Weapons - Nose Blaster - Damage 5(2/5/7)

Open/Close (Gadget) - The Open/Close Trait provides a +4 bonus to opening or picking locks, and +6 for locking or closing locks.

Restriction - Stairs - K9 is unable to climb or descend stairs without assistance.

Robot - K9 is, of course, a Robot, allowing him to have Gadget Traits.

Scan (Gadget) - The Scan Gadget Trait gives K9 a +2 bonus on Awareness (+Skill) rolls.

Slow - Due to K9's wheels, he doesn't travel particularly fast. In chases, his Speed is effectively 1.

Technically Adept - The Technically Adept Trait provides the character with +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.

Transmit (Gadget) - K9 can transmit signals, as well as block transmissions or communications.

Vortex - The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled that it is almost impossible to be able to succeed at the task without having the Vortex Trait.