

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: *TIM BISLEY*

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

*BE A FAMOUS COMIC  
ARTIST OR PLAY  
COMPUTER GAMES  
ALL DAY*

#### PERSONALITY

#### BACKGROUND

STORY POINTS *12*

### ATTRIBUTES

AWARENESS: *3*

COORDINATION: *3*

INGENUITY: *3*

PRESENCE: *3*

RESOLVE: *3*

STRENGTH: *3*

### SKILLS

ATHLETICS: *3*

CONVINCE: *2*

CRAFT: *5*

FIGHTING: *3*

KNOWLEDGE: *2*

MARKSMAN: *3*

MEDICINE: *0*

SCIENCE: *2*

SUBTERFUGE: *3*

SURVIVAL: *0*

TECHNOLOGY: *1*

TRANSPORT: *0*

### EQUIPMENT

HOME TECH LEVEL: *5 - EARLY 20<sup>th</sup> CENTURY*

### TRAITS

*BRAVE, ECCENTRIC,  
OBSESSION, QUICK  
REFLEXES*



**Brave** – When it comes to the crunch, Tim is willing to do whatever it takes to save the day. He gets +2 to any Resolve roll whenever he needs to show courage. (Minor Good)

**Eccentric** – Tim can't seem to go five feet without mentioning Star Wars or something equally geeky, or getting angsty. If he doesn't play this up, he gets no Story Points for roleplaying. (Minor Bad)

**Obsession** – Tim's kind of obsessed with his ex-girlfriend, not to mention other ladies, and that can drive him to do strange things. (Minor Bad)

**Quick Reflexes** – As a long-time twitch console gamer, Tim always goes first in a given phase. (Minor Good)

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: DAISY STEINER

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

WRITE THE GREAT  
NOVEL OF HER  
GENERATION,  
EVENTUALLY

#### PERSONALITY

#### BACKGROUND

STORY POINTS 18

### ATTRIBUTES

AWARENESS: 3

COORDINATION: 3

INGENUITY: 3

PRESENCE: 3

RESOLVE: 2

STRENGTH: 2

### SKILLS

ATHLETICS: 2

CONVINCE: 2

CRAFT: 3 (Writing 5)

FIGHTING: 1

KNOWLEDGE: 3

MARKSMAN: 0

MEDICINE: 2

SCIENCE: 0

SUBTERFUGE: 3

SURVIVAL: 1

TECHNOLOGY: 0

TRANSPORT: 0

### EQUIPMENT

HOME TECH LEVEL: 5 - EARLY 20<sup>th</sup> CENTURY

### TRAITS

ANIMAL FRIENDSHIP,  
COWARDLY, FACE IN  
THE CROWD,  
INEXPERIENCED (x2),  
INSATIABLE  
CURIOSITY, RUN FOR  
YOUR LIFE, UNLUCKY



**Animal Friendship** – Daisy gets along with more than just Colin. She gets +2 to rolls to calm or befriend animals. On a 'Fantastic' result the animal treats her as their new mistress. (Minor Good)

**Cowardly** – Daisy shirks responsibility and confrontation. She suffers a -2 penalty to any roll to resist running away screaming. (Minor Bad)

**Face in the Crowd** – Nobody seems to notice Daisy. That comes in handy though when sneaking around. She gets +2 to Subterfuge rolls to go unnoticed. (Minor Good)

**Inexperienced (x2)** – Daisy's a bit naïve, and will probably remain that way no matter how much experience she gets. She has 4 fewer Attribute points, 4 fewer skill points and 6 extra Story Points. (Special)

**Insatiable Curiosity** – Daisy has to know all the gossip, and will head into disaster to get it. (Minor Good)

**Run for Your Life!** - Daisy can turn on the speed in desperate times. She gets +1 to her Speed while fleeing. (Minor Good)

**Unlucky** – Fate doesn't smile on Daisy. If she rolls two sixes, she must roll again (a second roll of two sixes can be kept, though). (Minor Bad)

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: BRIAN TOPP

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

*TO SUFFER  
FOR HIS ART. OR  
FOR SOMETHING.*

#### PERSONALITY

#### BACKGROUND

STORY POINTS 12

### ATTRIBUTES

AWARENESS: 2

COORDINATION: 3

INGENUITY: 4

PRESENCE: 3

RESOLVE: 3

STRENGTH: 3

### SKILLS

ATHLETICS: 2

CONVINCE: 3

CRAFT: 6

FIGHTING: 0

KNOWLEDGE: 4

MARKSMAN: 1

MEDICINE: 0

SCIENCE: 2

SUBTERFUGE: 3

SURVIVAL: 0

TECHNOLOGY: 0

TRANSPORT: 0

### EQUIPMENT

HOME TECH LEVEL: 5 - EARLY 20<sup>th</sup> CENTURY

### TRAITS

*ATTRACTIVE,  
CLUMSY, DARK  
SECRET, DISTINCTIVE,  
FEEL THE TURN OF  
THE UNIVERSE,  
FRIENDS,  
FORGETFUL,  
INDOMITABLE, OWED  
FAVOUR, SCREAMER*



**Attractive** – he's not typically good looking but there's something enigmatic about Brian that draws people towards him. He gets +2 to any rolls that involve making an impression. (Minor Good)

**Clumsy** – Brian hurts himself a lot and tends to break things. In times of stress he has to make Awareness+Coordination rolls to avoid dropping things or falling over. (Minor Bad)

**Dark Secret** – Just what DID happen with Marsha? (Minor Bad)

**Distinctive** – People tend to remember Brian. He's a strange lad. (Minor Bad)

**Feel the Turn of the Universe** - As an artist, Brian can sense the universe itself. (Minor Good)

**Friends** – Brian is well connected in the artistic sphere. (Minor Good)

**Forgetful** – Brian is never sure what day it is, let alone if he has anything to do that day. (Minor Bad)

**Indomitable** – Brian is confused, but he remains, always, Brian. He gains +4 to all rolls to resist possession, hypnosis or being psychically controlled. (Major Good)

**Owed Favour** – Marsha pays Brian's bills...for some reason. (Minor Good)

**Screamer** – Nobody understands primal rage better than Brian. When he screams, anyone else in the room is stunned for one action. (Minor Good)

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: MIKE WATT

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

TO GO DOWN IN  
A HAIL OF  
GUNFIRE  
AFTER SAYING  
SOMETHING  
AWESOME

#### PERSONALITY

#### BACKGROUND

STORY POINTS 12

### ATTRIBUTES

AWARENESS: 3

COORDINATION: 3

INGENUITY: 2

PRESENCE: 3

RESOLVE: 3

STRENGTH: 4

### SKILLS

ATHLETICS: 4

CONVINCE: 1

CRAFT: 0

FIGHTING: 1

KNOWLEDGE: 1

MARKSMAN: 4

MEDICINE: 1

SCIENCE: 0

SUBTERFUGE: 1

SURVIVAL: 5

TECHNOLOGY: 3

TRANSPORT: 4

### EQUIPMENT

HOME TECH LEVEL: 5 - EARLY 20<sup>th</sup> CENTURY

### TRAITS

BOFFIN, CODE OF  
CONDUCT,  
ECCENTRIC, IMPAIRED  
SENSES (GLASSES),  
IMPULSIVE,  
RESOURCEFUL  
POCKETS, TOUGH,  
UNATTRACTIVE





**Boffin** – Mike can make Gadgets (with a capital G). Granted they are usually robot warrior gadgets, but they work. (Major Good)

**Code of Conduct** – Mike may be odd, but he never leaves a man behind (Minor Bad)

**Eccentric** – Mike treats EVERYTHING like combat manouvres. If he doesn't play this up, he won't get Story Points for roleplaying. (Minor Bad)

**Impaired Senses** – Mike has to wear glasses or he's legally blind. And actually blind. (Minor Bad)

**Impulsive** – Mike doesn't think, he acts! (Minor Bad)

**Resourceful Pockets** – Thanks to his survival training and his tendency not to wash his survival training clothes, Mike has many things in his pockets. He can spend a Story Point to have something useful, or roll the dice. On a double, he has something useful. Otherwise, it might be something disturbing... (Minor Good)

**Tough** – Mike can take a beating and get back up again. He reduces damage by 2 before applying it. (Minor Good)

**Unattractive** – Mike isn't a good looking man. He suffers a -2 penalty to any rolls that involve his presentation. (Minor Bad)



# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: MARSHA KLEIN

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

TO DO  
ALRIGHT,  
Y'KNOW

#### PERSONALITY

#### BACKGROUND

STORY POINTS 15

### EQUIPMENT

HOME TECH LEVEL: 5 - EARLY 20<sup>th</sup> CENTURY

### ATTRIBUTES

AWARENESS: 3

COORDINATION: 3

INGENUITY: 3

PRESENCE: 4

RESOLVE: 4

STRENGTH: 3

### SKILLS

ATHLETICS: 3

CONVINCE: 4

CRAFT: 2

FIGHTING: 2

KNOWLEDGE: 3

MARKSMAN: 0

MEDICINE: 2

SCIENCE: 0

SUBTERFUGE: 3

SURVIVAL: 0

TECHNOLOGY: 0

TRANSPORT: 0

### TRAITS

BY THE BOOK,  
CHARMING,  
DEPENDENCY,  
EMPATHIC,  
INEXPERIENCED,  
KEEN SENSES,  
OBLIGATION,  
UNADVENTUROUS

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

**By the Book** – Marsha's not a stickler, but she does have rules and she likes them to be followed. (Minor Bad)

**Charming** – She may have rules but she's very nice and easy to talk to. She gets +2 to rolls when she's talking to people. (Minor Good)

**Dependency** – Marsha has to have a glass of red and some ciggies. (Minor Bad)

**Empathic** – Marsha can sense when fings aren't goin' so well wif her tenants. She gets a +2 to rolls to calm people down, figure them out or sense their intentions. (Minor Good)

**Inexperienced** – Marsha's lived an amazing life, but right now, she's a bit of a homebody. So she has 2 fewer points to spend on Attributes and 2 fewer to spend on Skills in return for three more Story Points. (Special)

**Keen Senses** – Marsha's ears can hear anything through the floorboards. She gets +2 to Awareness rolls that involve hearing. (Minor Good)

**Obligation** – Marsha has to raise her daughter, Amber, which takes up a lot of her time and patience. (Minor Bad)

**Unadventurous** – Marsha isn't a shirker but she knows she doesn't always belong out with the young people. (Minor Bad)

# DOCTOR • WHO

## ADVENTURES IN TIME AND SPACE

NAME: *TWIST MORGAN*

PLAYER:

### BIO-DATA EXTRACT

#### APPEARANCE



#### PERSONAL GOAL

*TO BE  
FABULOUS -  
OH WAIT, I AM!  
HOW FUNNY.*

#### PERSONALITY

#### BACKGROUND

STORY POINTS *12*

### ATTRIBUTES

AWARENESS: *2*

COORDINATION: *3*

INGENUITY: *2*

PRESENCE: *4*

RESOLVE: *3*

STRENGTH: *3*

### SKILLS

ATHLETICS: *3*

CONVINCE: *5*

CRAFT: *4*

*(Beautician 6)*

FIGHTING: *2*

KNOWLEDGE: *3*

MARKSMAN: *0*

MEDICINE: *0*

SCIENCE: *0*

SUBTERFUGE: *4*

SURVIVAL: *0*

TECHNOLOGY: *0*

TRANSPORT: *0*

### EQUIPMENT

HOME TECH LEVEL: *5 - EARLY 20<sup>th</sup> CENTURY*

### TRAITS

*ATTRACTIVE,  
CHARMING,  
DISTINCTIVE,  
FRIENDS, OWED  
FAVOUR, SELFISH*



**Attractive** – In a very obvious way, as they say, but it gets attention. Twist gets +2 to rolls that involve her looks. (Minor Good)

**Charming** – Twist seems to befuddle people and get them to do things for her very easily. +2 to rolls that involve her talking to people. (Minor Good)

**Distinctive** – People don't forget Twist. She can't linger or loiter without being noticed. (Minor Bad)

**Friends** – Twist knows everyone, and everyone knows Twist (Minor Good)

**Owed Favour** – Brian will do anything for Twist, probably. (Minor Good)

**Selfish** – Selfish, self-obsessed, self-serving – Twist only cares about Twist. (Minor Bad)