

DOCTOR WHO

NAME

SIR WALETT R RALEGH

PLAYER

BIO-DATA EXTRACT

APPEARANCE

A RALEGH RALEGH RALEGH REAL
MAN

PERSONAL GOAL

LIVE FOREVER

PERSONALITY

RELEGHISH

BACKGROUND

RALEGH

STORY POINTS

3

EQUIPMENT

HOME TECH LEVEL

3 - RENAISSANCE

ATTRIBUTES

AWARENESS 4

COORDINATION 4

INGENUITY 4

PRESENCE 4

RESOLVE 4

STRENGTH 4

SKILLS

ATHLETICS 2

CONVINCE 2

CRAFT 2

FIGHTING 2

KNOWLEDGE 2

MARKSMAN 2

MEDICINE 2

SCIENCE 2

SUBTERFUGE 2

SURVIVAL 2

TECHNOLOGY 2

TRANSPORT 2

TRAITS

(DESCRIPTIONS ON THE BACK)
EXPERIENCED, ATTRACTIVE,
BRAVE, CHARMING, EMPATHIC,
INDOMITABLE, PHOTOGRAPHIC
MEMORY, OWED FAVOUR,
VOICE OF AUTHORITY,
ADVERSARY, CODE OF
CONDUCT, OBLIGATION,
UNLUCKY, FRIENDS

DOCTOR WHO

Experienced (3) - An experienced character. Experienced costs 3 Story Points to purchase (which reduces their maximum Story Points by 3), and provides the character with an additional 2 Character Points and 2 Skill Points. This Trait can be purchased additional times, though no character can have zero Story Points. Not every character should be experienced, and their lower Story Points help to balance the character with less experienced companions.

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

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.

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.

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.

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.

Owed Favour (Major) - Someone out there owes you a favour. A large favour - more money (over £10,000) or a life-saving act. If the favour is bigger than the debt in the first place, they may call it quits.

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.

Adversary (Major) - The character has made an enemy in the past who is actively trying to hinder them whenever possible. High power and frequency of appearance.

Code of Conduct (Minor) - The character adheres to a strict self-imposed set of moral rules. The character tries to do good at most times.

Obligation (Major) - They have a duty to a group or organisation that means they have responsibilities to upheld. The organisation is more important than the character. They are always 'on call' and may not have