

CHARACTER SHEET



CHARACTER NAME
The Doctor

CONCEPT
Doctor

FOCUS
Kindness

HOMEWORLD
Gallifrey

TECH LEVEL
10

SHORT-TERM GOAL
To get through the day without anyone dying

LONG-TERM GOAL
Show every wonder of the universe to everyone

STORY POINTS

3

DISTINCTIONS

Time Lord – you have an innate connection to time, and can feel when it is wrong.

Experienced

Traveller – you have been to a lot of places, meaning you have a lot of friends, and enemies, littered across the galaxy.

ATTRIBUTES

AWARENESS	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
COORDINATION	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INGENUITY	9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PRESENCE	5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RESOLVE	5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
STRENGTH	2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

SKILLS

SPECIALISATIONS

ATHLETICS	3	<input type="text"/>
CONFLICT	3	<input type="text"/>
CONVINCE	4	<input type="text"/>
CRAFT	2	<input type="text"/>
INTUITION	4	<input type="text"/>
KNOWLEDGE	6	<input type="text"/>
MEDICINE	3	<input type="text"/>
SCIENCE	5	<input type="text"/>
SUBTERFUGE	3	<input type="text"/>
SURVIVAL	3	<input type="text"/>
TECHNOLOGY	6	<input type="text"/>
TRANSPORT	4	<input type="text"/>

EXPERIENCES

EQUIPMENT

Sonic Screwdriver – Distinctions: **Scan** (tricky controls), **Transmit** (limited range), **Unlock/-Seal** (cannot open deadlock seals)
Story Points: 3

CONDITIONS

CHARACTER SHEET



CHARACTER NAME
Graham O'Brien

CONCEPT
Retired Bus Driver

FOCUS
Compassion

HOMEWORLD Earth **TECH LEVEL** 5

SHORT-TERM GOAL
To keep having adventures while he still can

LONG-TERM GOAL
To come to terms with the death of his wife

STORY POINTS
12

DISTINCTIONS

ATTRIBUTES

AWARENESS 3 ○○○○○○○○○○○○

COORDINATION 2 ○○○○○○○○○○○○

INGENUITY 3 ○○○○○○○○○○○○

PRESENCE 4 ○○○○○○○○○○○○

RESOLVE 4 ○○○○○○○○○○○○

STRENGTH 2 ○○○○○○○○○○○○

SKILLS

ATHLETICS 1

CONFLICT 2

CONVINCE 2

CRAFT 2

INTUITION 3

KNOWLEDGE 3

MEDICINE

SCIENCE 1

SUBTERFUGE

SURVIVAL

TECHNOLOGY 1

TRANSPORT 3

SPECIALISATIONS

EXPERIENCES

EQUIPMENT

CONDITIONS

CHARACTER SHEET

CHARACTER NAME
Yasmin Khan

CONCEPT
Probationary Police Officer

FOCUS
The Law

HOMEWORLD
Earth

TECH LEVEL
5

SHORT-TERM GOAL
To see more of the universe

LONG-TERM GOAL
To find out what she really wants to do with her life.



STORY
POINTS

12

DISTINCTIONS

ATTRIBUTES

AWARENESS	2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
COORDINATION	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INGENUITY	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PRESENCE	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RESOLVE	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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SKILLS

SPECIALISATIONS

ATHLETICS	3	<input type="text"/>
CONFLICT	3	<input type="text"/>
CONVINCE	2	<input type="text"/>
CRAFT		<input type="text"/>
INTUITION	3	<input type="text"/>
KNOWLEDGE	2	<input type="text"/>
MEDICINE		<input type="text"/>
SCIENCE	1	<input type="text"/>
SUBTERFUGE	2	<input type="text"/>
SURVIVAL		<input type="text"/>
TECHNOLOGY	1	<input type="text"/>
TRANSPORT	1	<input type="text"/>

EXPERIENCES

EQUIPMENT

CONDITIONS

CHARACTER SHEET



CHARACTER NAME Ryan Sinclair	
CONCEPT Trainee Electrical Engineer	
FOCUS Hope	
HOMEWORLD Earth	TECH LEVEL 5
SHORT-TERM GOAL Deal with and manage his dyspraxia.	
LONG-TERM GOAL Be part of a family he can really trust again.	

STORY
POINTS

12

DISTINCTIONS

ATTRIBUTES

AWARENESS	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
COORDINATION	1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INGENUITY	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PRESENCE	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RESOLVE	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
STRENGTH	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

SKILLS

SPECIALISATIONS

ATHLETICS	2	<input type="text"/>
CONFLICT	2	<input type="text"/>
CONVINCE	3	<input type="text"/>
CRAFT		<input type="text"/>
INTUITION	3	<input type="text"/>
KNOWLEDGE	2	<input type="text"/>
MEDICINE		<input type="text"/>
SCIENCE	1	<input type="text"/>
SUBTERFUGE	1	<input type="text"/>
SURVIVAL		<input type="text"/>
TECHNOLOGY	2	<input type="text"/>
TRANSPORT	2	<input type="text"/>

EXPERIENCES

EQUIPMENT

CONDITIONS