

DOCTOR WHO

THE ROLEPLAYING GAME
Second Edition

CHARACTER SHEET

CHARACTER NAME _____

CONCEPT _____

FOCUS _____

HOMEWORLD (TECH LEVEL) _____

SHORT-TERM GOAL _____

LONG-TERM GOAL _____



STORY POINTS

DISTINCTIONS

ATTRIBUTES

| | | | | | | | | | | | | | | | |
|--------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| AWARENESS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| COORDINATION | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| INGENUITY | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| PRESENCE | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| RESOLVE | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| STRENGTH | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

SKILLS

| | | |
|------------|--------------------------|----------------------|
| ATHLETICS | <input type="checkbox"/> | <input type="text"/> |
| CONFLICT | <input type="checkbox"/> | <input type="text"/> |
| CONVINCE | <input type="checkbox"/> | <input type="text"/> |
| CRAFT | <input type="checkbox"/> | <input type="text"/> |
| INTUITION | <input type="checkbox"/> | <input type="text"/> |
| KNOWLEDGE | <input type="checkbox"/> | <input type="text"/> |
| MEDICINE | <input type="checkbox"/> | <input type="text"/> |
| SCIENCE | <input type="checkbox"/> | <input type="text"/> |
| SUBTERFUGE | <input type="checkbox"/> | <input type="text"/> |
| SURVIVAL | <input type="checkbox"/> | <input type="text"/> |
| TECHNOLOGY | <input type="checkbox"/> | <input type="text"/> |
| TRANSPORT | <input type="checkbox"/> | <input type="text"/> |

SPECIALISATIONS

EXPERIENCES

EQUIPMENT

CONDITIONS