

Doctor Who Character Data Record

Player: _____
Name: _____
Nick Name: _____

	STR	END	DEX	CHA	MNT	INT
Level						
Score						
Skill points	Rel / Non-Rel		Rel / Non-Rel	Rel / Non-Rel	Rel / Non-Rel	

Appearance:

Race: _____

Apparent Age: _____

Sex: _____

Actual Age: _____

Height: _____

Recog. Handle: _____

Build: _____

Notes: _____

Looks: _____

Max Op End	Wound Heal	Inact Save Lvl 3	12	Armed Combat Contact	Armed Combat Ranged	Unarmed Combat
Curr Op End	Fatigue Heal	Unc Thresh Lvl 2	6	Weapon	Weapon	Type

SPECIAL ABILITIES:

Name: _____

Level: _____

Notes: _____

Rating: _____

Range: _____

End Cost: _____

PERSONALITY TRAIT:

AP

14

13

12

11

10

9

8

7

6

5

4

3

2

1

Skill List

LEVEL	SKILL	RTG	LEVEL	SKILL	RTG	LEVEL	SKILL	RTG
___	m Administration	___	___	c Leadership	___	___	sd Sports	___
___	Armed Combat, Contact Weapon	___	___		___	___	sd	___
___	sd	___	___	m Life Sciences	___	___	m Streetwise	___
___	sd	___	___	m	___	___	Technology	___
___	sd	___	___	m	___	___	m TARDIS Systems	___
___	Armed Combat, Ranged Weapon	___	___	Medical Sciences	___	___	m	___
___	sd	___	___	m General Medicine	___	___	m	___
___	sd	___	___	m Psychology	___	___	m Temporal Science	___
___	sd	___	___	m	___	___	msdc Trivia	___
___	d Artistic Expression	___	___	m Military Sciences	___	___	msdc	___
___	d	___	___	m	___	___	d Unarmed Combat, Brawl	___
___	c Carousing	___	___	m	___	___	s Grappling	___
___	d Climbing	___	___	m Physical Sciences	___	___	d Martial Arts	___
___	d Construction	___	___	m	___	___	Vehicle Operation	___
___	m Earth Sciences	___	___	m	___	___	m Temporal Vehicle	___
___	m	___	___	c Public Performance	___	___	dm	___
___	m	___	___	Security Procedures	___	___	dm	___
___	m Engineering	___	___	dm	___	___	c Verbal Interaction	___
___	m	___	___	dm	___	___	c	___
___	m	___	___	dm	___	___	c	___
___	d Enviromental Suit Op.	___	___	m Social Sciences	___	___	s Wilderness Survival	___
___	c Gambling	___	___	m	___	___	s	___
___	m Gaming	___	___	m Space Sciences	___	___	s	___

m = mentality-rated s = strength-related d = dexterity-related c = charisma-related