

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:

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

AP

14

13

12

11

10

9

8

7

6

5

4

3

2

1