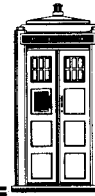


# Doctor Who Character Data Record

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	Rel / Non-Rel

**Appearance:**  
 Race: \_\_\_\_\_ Apparent Age: \_\_\_\_\_  
 Sex: \_\_\_\_\_ Actual Age: \_\_\_\_\_  
 Height: \_\_\_\_\_ Recog. Handle: \_\_\_\_\_  
 Build: \_\_\_\_\_ Notes: \_\_\_\_\_  
 Looks: \_\_\_\_\_

MAX OP END	WOUND HEAL	INACT SAVE LVL III	12	ARMED COMBAT CONTACT	ARMED COMBAT RANGED	UNARMED COMBAT
CURR OP END	FATIGUE HEAL	UNC THRESH LVL II	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 Weapons	___	___ m	Life Sciences	___	___ sd	___	___
___ sd	___	___	___ m	___	___	10 m	Streetwise	___
___ sd	___	___	___ m	___	___	___	Technology	___
___ sd	___	___	___	Medical Sciences	___	___ m	TARDIS Systems	___
___	Armed Combat, Ranged Weapons	___	___ m	General Medicine	___	___ m	___	___
1 sd	___	___	2 m	Psychology	___	1 m	___	___
___ sd	___	___	___ m	___	___	2 m	Temporal Science	___
___ sd	___	___	___ m	Military Sciences	___	___ msdc	Trivia	___
___ d	Artistic Expression	___	___ m	___	___	___ msdc	___	___
___ d	___	___	___ m	___	___	___ d	Unarmed Combat, Brawling	___
___ c	Carousing	___	1 m	Physical Sciences	___	___ s	Grappling	___
___ d	Climbing	___	2 m	___	___	1 d	Martial Arts	10
___ d	Construction	___	___ m	___	___	___	Vehicle Operation	___
___ m	Earth Sciences	___	___ c	Public Performance	___	2 m	Temporal Vehicle	___
___ m	___	___	___ dm	Security Procedures	___	___ dm	___	___
___ m	___	___	___ dm	___	___	___ dm	___	___
___ m	Engineering	___	___ dm	___	___	___ c	Verbal Interaction	___
___ m	___	___	___ dm	___	___	___ c	___	___
___ m	___	___	___ m	Social Sciences	___	10 c	___	___
1 d	Environmental Suit Operation	2	___ m	___	___	___ s	Wilderness Survival	___
___ c	Gambling	___	1 m	Space Sciences	___	___ s	___	___
___ m	Gaming	___	___ m	___	___	___ s	___	___

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