

## Game System

The game system being used is “Doctor Who: Adventures in Time and Space.” This sheet should contain “all the rules you need to know” for general play. Rules for creating characters and for particular traits can be found in the player’s guide for “Doctor Who: Adventures in Time and Space,” and alien race packages can be found in the document “Game Stats - Alien Races.”

## Attributes

There are six Attributes: **Awareness**, **Coordination**, **Ingenuity**, **Presence**, **Resolve** and **Strength**. Each Attribute has a value, ranging from 1 to 6 (though some alien characters may go higher!). The higher the number, the better they are.

**Awareness** is how perceptive you are, how quickly you notice things and can spot danger.

**Coordination** is how dextrous you are, how nimble and agile you are and measures your hand-eye coordination (hence the name!).

**Ingenuity** measures how bright you are, and quick you are at thinking of new and clever ways of doing things under pressure.

**Presence** is a measure of how charming, commanding and how convincing you are.

**Resolve** determines how dedicated, committed and strong willed you are.

**Strength** shows how physically strong you are.

## Skills

There are also twelve Skills – these are the character’s learned abilities, whether they know about history, law, science, medicine, gadgets, technology, how to drive, to fix a TV or to carve a boat. These Skills also have numbers next to them, just like Attributes. Again, the higher the number, the better.

## Traits

Traits are listed nearby and these give your character a little flavour and sets them apart from each other. Do they have a fear of spiders, or are particularly good at charming the ladies? Can they take a punch without flinching or are they a bit of a coward? On the sheets for the Doctor and his companions, these Traits are explained on the reverse. They may modify some of your actions in certain circumstances, or chance the outcome of a roll, but only if they fit the situation.

## The Basic Rule

**Attribute + Skill + Two Six Sided Dice ( - penalties for unskilled tests, or working with tech distant from one’s home tech) = Result (try to match or beat the Difficulty of the task)**

**Attribute:** Pick an Attribute that is suitable to what you’re trying to do. Lifting something heavy? Use Strength. Work out a tricky mathematical formula, that’s Ingenuity. See what number rating it has, and remember it.

**Skill:** Select a Skill that fits the task. Trying to remember something? Use Knowledge. Charm the guards into letting you past? Use Convince. See what number the Skill has, and add that on.

**Dice:** Roll two of the dice you found in this box, and add them to the number you have so far.

**Traits:** Do you think any of the Traits your character has would affect things? Do you have something like Brave or Cowardly that would effect how you’re acting? Check on the sheet as Traits may add or subtract from your result.

Once you’ve looked all these up and added them together, along with the roll of the dice, you have the result. You just have to make sure the result is equal to or higher than the Difficulty assigned by the Gamemaster.

**Difficulty:** The harder the task, the higher the number. The Difficulty can be anything from 3

to 33 or higher. A normal action has a Difficulty of 12. The Gamemaster will have a list of suggested Difficulties, and the Adventures will determine how difficult something is during the game.

If your result is equal to this or higher, then you've succeeded in doing what you planned. If you got lower, you failed.

The higher above the Difficulty you get, the better you've succeeded, whereas the lower under the Difficulty you get, the more disastrous the failure.

**Amount above difficulty 9+** "Yes, and" Yes, and something unexpected happened as a result of your astounding success. You get what you wanted, and something extra happens that you and the Gamemaster decide. The bigger the difference the more dramatic the effects.

**Amount above difficulty 4-8** "Yes" Yes, you've managed to do what you wanted. If the character's result is 4-8 above the difficulty, they've certainly accomplished what they wanted, and pretty well.

**Amount above difficulty 0-3** "Yes, but" Yes, but something may not have gone as well as you'd hoped. You succeeded, but only just. It was a close call, but you managed to scrape through. The Gamemaster may add some sort of complication or secondary problem.

**Amount below difficulty 0-3** "No, but" No, but it could have been much worse. You failed, and didn't manage to achieve what you hoped, but it wasn't a horrible failure. The Gamemaster may allow you to gain something out of the encounter, but it may not be what you'd expected.

**Amount below difficulty 4-8** "No" No, you've certainly failed at the task, but it could have been worse.

**Amount below difficulty 9+** "No, and" No, and something else has gone wrong. Not only is the failure terrible, but things may have worse consequences.

## Contested Rolls

This is fine, but what if you're trying to do something and someone is trying to stop you from succeeding? What if you're shooting at someone and they're dodging, or what if you're trying to outsmart someone at chess? In this case, the opponent rolls and adds their Attributes and Skills just like the player. The result they get is the Difficulty that the player will have to beat.

## Story Points

On the character sheet, you'll notice you have a number of Story Points. The Gamemaster will give each player a token for each Story Point they have.

The Gamemaster will help when it comes to you spending Story Points, and if you do something brave and play true to your character, the Gamemaster will award you extra Story Points too. If you do something violent to a sentient being you may be penalized all of your story total points in addition to other consequences, and allowing violence by a companion may penalize you half of your total story points in addition to other consequences.

**"I dunno... I'm stumped..."**

If the players are really stuck and don't know where to go or what to do next, they can opt to spend a Story Point and the Gamemaster can give them a subtle nudge in the right direction.

**"We only get one shot at this."**

You can spend Story Points to add extra dice to your roll if you **really** need to succeed at something (add an extra two dice to the result), or to ensure that you succeed when you've failed. Story Points can also be used to tweak the world to aid you – heal wounds you've received, or ensure that there is a handy bit of wire you need to fix a machine in your pocket.

**"That was close, nearly didn't make it!"**

As soon as you know you've failed at something you have the option to spend one or more Story Points to improve the result. A single Story Point will bump the result up one level in the

character's favour. For example, a Disastrous result can be bumped up one to a Bad result. A Bad becomes a Failure, a Failure becomes a Success result, and so on. The only limit in doing this is that you cannot bump a roll in your favour higher than a Success result. After all, you would have failed normally, so there's no spending five Story Points to get a Fantastic result. Reality can bend a little, but you can't bend it that far. It'd break!

**“It was just a scratch”**

Every Story Point spent in this way restores half (round up this time, we'll be generous) of the Attribute levels that have been lost due to injury or losing a Conflict.

**“Hang on, I have an idea!”**

Story Points allow you to bend the plot and manipulate the story to save yourself in times of need. The 'unlikeliness' of what you want to happen determines how many Story Points this costs.

**“Like this?”**

You may not know how to do something, but as long as someone has shown you what to do, you may become a natural at it. In this case, as long as someone has told you what to do and how to do it, by spending a Story Point, you can do something technical that you've no Skill in. This is limited to very basic things, like pressing the right sequence of buttons, cutting the right series of wires at the right time or using the Sonic Screwdriver to open doors. If you've been shown exactly what to do, you spend a Story Point and effectively have the same Skill as the person who showed you how to do it. You add that to your Attribute as before, ignoring the unskilled penalties, and roll as if you know what you're doing. You can only do this for one specific scene, and you cannot get a result higher than a Success.

**“You can do it, I know you can.”**

Characters can donate Story Points to each other to help through a particularly major moment. This can be done in many ways, a dramatic and rousing speech, a word of encouragement or even a kiss. If it's dramatic, moving, rousing and encouraging, and the other player is willing to share their Story Points to keep you going, then this sort of gaming should be encouraged.

## Extended Conflict

Extended conflict is broken down into rounds and phases. At the end of each round, a new round begins, until there is no extended conflict.

Everyone gets to take one action each round. Within each phase, all actions are simultaneous. One may take one's phase later (so that, for example, a talker may not begin talking until phase three..

The first phase in each round is for **Talkers** -- characters that are communicating. The second phase in each round is for **Movers** -- characters that are moving or running. The third phase in each round is for **Doers** -- characters that are performing some active skill or building something. The fourth phase is for **Fighters** -- characters that are engaging in direct combat, whether physical or mental.

## Damage

There are many sorts of damage, from different sources. All damage done damages attributes (damage to attributes can generally be recovered, unless the blow was lethal or destructive). Physical damage from weapons does damage to physical attributes. Melee weapons tend to do **Strength** damage, though heavy or 2-handed weapons do an additional **+2 points**, sharp weapons do an additional **+2 points**, and innately lethal dangerous weapons do an additional **+2 points**. This total is the damage done for a “yes,” while the damage is reduced to half for a “yes, but,” and increased by 50% for a “yes, and.”

Ranged weapons do damage based on inherent qualities, rather than based on the strength of the wielder.

Arrow 3 (1/3/4); Crossbow Bolt or Flintlock Pistol 4 (2/4/6); Pistol (9mm) 5 (2/5/7); WWII

Rifle 6 (3/6/9); Shotgun 7 (3/7/10); Assault Rifle 6 (3/6/9) \*; Machine Gun 7 (3/7/10) \*; Sniper Rifle 8 (4/8/12); Blasters/Lasers/Particle Guns and Rays L (4/L/L) \*\*

\* damages assume a short burst of 1-3 bullets at a time. In most cases, firing a fully automatic weapon on full auto rarely hits anything – it'll probably hit with those 1-3 bullets, the rest will spray the surroundings and shoot up the scenery.

\*\* Lethal damage kills and/or disintegrates.

## Character Creation

The characters in the game are all members of the Rebel Alliance. They are the command squad which operates The TIE Fighter. They are given broad authority to carry out Rebel objectives.

At least two of the main regular characters should have the “Vortex” trait, ideally in conjunction with the “transport” skill, so as to be able to handle and pilot the TIE fighter. At least half of the characters should be human, and no more than one character should exist of each of the non-human alien species.

The “Doctor Who: Adventures in Time and Space Players Guide” and the “Game States -- Alien Races” document should have what you need to write a character. There is an online character generator for the Doctor Who game, that allows one to load and save and print characters, at <http://dwcg.eu5.org/>.

In particular, as the GM of a time travel game, it is vital that I know what you picture as the long term story arc for your character. How do you picture her/him likely changing, growing, developing or regressing over the course of the campaign and/or her/his life? I will as GM try to help you to develop your character in those directions. And as a GM of a time travel game, you may some plots or hints based on your character’s likely future.

Please be conscious that the setting, tone, and game rules do not generally reward “warriors.” There is not a problem with playing a warrior -- but be aware that solving things with guns is way more difficult, and more likely to get a warrior killed or cause her/him to lose story points, so warriors will more often be frustrated in their efforts than other characters..