

Doctor Who: Quick Player Reference

The core system is **Attribute + Skill + 2d6**.
(Rarely: Attribute + Attribute + 2d6)

Other modifiers:

Traits (+2 when it helps, -2 when the trait hurts)

Area of Expertise (+2 in field)

Unskilled (-4, or -2 if another skill is "close")

Cooperation (+2 per helper)

Take Extra Time (+2), or **Rush** (-2)

Unfamiliar Tech (-2/higher TL, -1/TL primitive)

Multiple Actions (-2 per additional action, reactions not included)

Jump In (-2) change action and go now (when the appropriate phase has already passed)

Success Levels (p. 61)

9+ over Target: Fantastic! Succeed plus bonus.

4-8 over Target: Good Success. Normal.

0-3 over Target: Success, with a drawback.

1-3 below Target: Failure, but w/ mitigating factor

4-8 below Target: Bad. Complete Failure.

9+ below Target: Disastrous! Fail + more badness.

Story Points (SP) [p. 78]

You begin w/ tokens = story points on sheet. See back of sheet for examples of what they can buy.

Shift success/failure by 1 level, costs **1 SP**. Can only improve failures to "success", not higher.

Earn Story Points by: Be dangerously heroic, get captured, play to your bad traits, roll success but accept failure, progress towards personal goal

Lose Story Points: Kill for any reason

How to avoid combat: (p. 71) Plan ahead, distract them, talk them down, hide & sneak, take guns out of the equation, call the police, surrender, dive for cover, or suppression fire

When being shot, cover helps a lot! (p.73)

Key themes: Make a difference, explore your curiosity, what it means to be human, pacifism, sense of adventure, moral high ground vs. exterminate/assimilate/intolerance

Example: Leaping over obstacles to escape pursuing Daleks. Coordination + Athletics + 2d6. (So if the dice came up 4,3 Rory would add: Coordination(3)+Athletics(1)+4+3 = 11. Against a 12 target, that's a (bare) failure. So he trips over the concrete barrier, preventing his get away--but giving him cover.)

An "average professional" difficulty is 12. So someone with an attribute of 3 and a skill of 2 has a 50/50 chance--a roll of 7 would succeed.

Reactions: (p.65) [Action: Reaction]

Arguing: Ingenuity + Convince

Convincing: Resolve + Convince

Intimidating: Resolve + Convince

Combat: Awareness + Coordination or Fighting

Sneaking: Awareness + Awareness

Hacking: Awareness or Coord. + Technology

Getting Scared: (p.74)

Monster: **Resolve + Presence + Fear Factor** vs.

Resolve + Ingenuity + Trait

Once Scared: Talk ally out of fear w/

Presence + Convince vs. Monster

Snap out of it: Cost 1 SP to roll vs. Monster again

Injury: # of damage listed by weapon (p. 73)

Fighting Damage: Strength +2 if sharp, +2 if two-handed, +2 if dangerous (like a chainsaw)

1 damage = 1 attribute point damaged

Strike to subdue makes all damage vs. Resolve.

When target resolve hits 0, they're stunned

Zero in an Attribute = Incapacitated (p.77)

If 3 attributes hit zero, you may die.

Healing: Natural healing = 1 attribute point/day

Medical Aid: success = heal 1, good = heal 2,

Fantastic! = heal 3. (No recheck on fail.)