

THE BASIC RULE

ATTRIBUTE + SKILL (+TRAIT) + TWO SIX SIDED DICE = RESULT
(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

DOING STUFF

Doctor Who: Adventures in Time and Space uses the same Basic Rule found at the top of this page for all actions, whether fighting, out-talking, researching, creating some pseudoscientific device or piloting the TARDIS.

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. The Gamemaster will tell you how well or how badly you did.

CONTESTED ROLLS

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.

STARTING THE GAME

That's all you need to know. If you're feeling up to it, you can get started straight away with these rules and one of the adventures from the **Adventures Book**. Deal out those character sheets, give out Story Point counters and you're ready to go. However, if you're not going to start playing right this very minute, then we'd suggest having a cup of tea, put your feet up and read through the **Player's Guide** at least. It'll help you to understand the character sheets and prepare you for any eventuality during your game.

Once you've had a go, the Gamemaster may want to read the larger **Gamemaster's Guide**, that expands upon all this information and helps the Gamemaster to create adventures, invent new aliens, villains and guide them through the intricacies of time travel!



READ THIS FIRST! - HOW TO PLAY...

WHERE'S THE BOARD?

First of all, don't worry. There's a good chance that this will be unlike any sort of game you've played before. You have looked through the box and the first thing you'll have said is "Where's the board?" **Doctor Who: Adventures in Time and Space** doesn't use a board. The adventures you'll be playing are going to be so huge and varied that no board could ever do them justice!

IF THERE'S NO BOARD, WHAT DO I NEED TO PLAY?

We've tried to supply just about everything you could need in this box. All you'll need in addition to these are a few pencils and erasers, some scrap paper will be handy, something to drink and somewhere to sit.

HOW DO I PLAY?

In the game, players pretend to be the Doctor and his companions, and adventure across time and space, stopping alien invasions, putting an end to evil and experiencing the marvels of the universe. Anything the Doctor has done can be accomplished in the game, and far, far more. Each player takes on the role of a character – whether they are the Doctor and companions you're familiar with, or new characters of your own devising, is up to you. One of you will have to take on a very special role, that of Gamemaster.

WHAT IS A GAMEMASTER?

Doctor Who: Adventures in Time and Space is a roleplaying game, which means you're taking part in an interactive story. The Gamemaster knows the basic plot of the story and guides the players through it, taking on the roles of any people the characters may meet (good or bad).

The Gamemaster also acts as storyteller for the adventure, setting the scene, describing the action and the exciting happenings in the story.

Finally, **Doctor Who: Adventures in Time and Space** is above all a game, and games have rules. The Gamemaster acts as referee and ensures a fair and exciting game.

The Gamemaster may have to familiarise themselves with the rules and the plot of the first story, but otherwise you can have a go at playing straight away. As you get the hang of it, you'll

quickly find that you can do just about anything, and the Gamemaster will quickly be creating new and exciting adventures for the players.

HOW DO I WIN?

There are no winners, no losers. You don't compete with each other, in fact you all help each other to create the best story and adventure you can, and to have a great time in the process. Fun and excitement for all! Game sessions can last an hour or two, or even longer if you get really carried away, though it helps to have a break every now and then for a cup of tea and something to eat.

THE RULES IN A NUTSHELL

If this is your first game, you don't really need to know everything in the rulebooks for your first adventure. You can just read this, the rules summary on the next couple of pages, maybe check out the example of play on pg.7 of the **Player's Guide**, and then choose a Gamemaster. The Gamemaster should read all this as well, and read through the first adventure in the **Adventures Book**.

PICK A CHARACTER

First of all, choose a character. If this is your first game, it's probably best to use one of the character sheets from the box, including the Doctor and his companions. Once you get the hang of it, you can start thinking about new characters.



READ THIS FIRST! - HOW TO PLAY...

Once you've picked a character from the selection of character sheets (like the one to the right), have a look at how it's laid out and pay particular attention to the numbers.

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, like the Doctor, 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.

There's more info about Attributes on pg.15 of the **Player's Guide**.

TRAITS

Traits are listed nearby and these give your character a little flavour and set 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? 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 different Traits are detailed on pg.20 of the **Player's Guide**.

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. Detailed descriptions of the skills are given on pg.48 of the **Player's Guide**.

STORY POINTS

The Gamemaster will give each player a token for each Story Point they have. 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, ensure that there is a handy bit of wire you need to fix a machine in your pocket. If you do something brave and play true to your character, like playing up a Bad Trait, the Gamemaster can award you extra Story Points to use! More information on Story Points and what can be done with them can be found on pg.78 of the **Player's Guide**.

DESCRIPTION

This section tells you a little bit about the history and personality of the character to help you to adopt the role of that person (or thing) in the game.

The Doctor, for instance, is described as 'gloriously mad-cap and very rarely looks before he leaps, preferring to make his plans upon the fly and jumping into the abyss beyond.' It would be wildly out of character for him for him to retreat to his TARDIS to hide and plan every time an alien baddie rears its head.

This description will be used by the Gamemaster as well, to help him to determine if you deserve extra Story Points for staying in character (see above) or should lose Story Points for acting consistently out of character.

STUFF

This is where you'll note down the various bits of equipment your character picks up and carries around with them, including special items called Gadgets (pg.76 of the **Gamemaster's Guide**).

TL

This is your home Tech Level, which determines the level of technology that you are most familiar with. This is mostly used by the Gamemaster. See pg.85 of the **Player's Guide** for more info.

ATTRIBUTES

- 4 AWARENESS ○○○○
- 5 COORDINATION ○○○○○
- 9 INGENUITY ○○○○○○○○○○
- 4 PRESENCE ○○○○
- 5 RESOLVE ○○○○○
- 3 STRENGTH ○○○

SKILLS

- 4 ATHLETICS
- 4 CONVINCE
- 2 CRAFT
- 2 FIGHTING
- 6 KNOWLEDGE
- 2 MARKSMAN
- 3 MEDICINE
- 5 SCIENCE
- 3 SUBTERFUGE
- 3 SURVIVAL
- 5 TECHNOLOGY
- 4 TRANSPORT

TRAITS

Boffin, Brave, Charming, Feel the Turn of the Universe, Friends (Major: UNIT, River Song), Indomitable, Keen senses (Major), Photographic Memory, Quick Reflexes, Psychic, Run For Your Life!, Technically Adept, Time Lord, Experienced Time Lord x10, Time Traveller (All), Vortex.

Adversary (Major: Too Many To List), Code of Conduct, Distinctive, Eccentric, Impulsive, Insatiable Curiosity, Obsession (See amazing places)

STUFF

- Sonic Screwdriver
- Psychic Paper
- Remodelled TARDIS

STORY POINTS 8

PERSONAL GOAL
To explore, to discover, to see amazing places and to hold back the darkness.

PERSONALITY
The 11th incarnation of the Doctor is part mad-scientist and part schoolboy, with the mind of a genius wrapped in the body of a nerdy university undergraduate. He is gloriously mad-cap and very rarely looks before he leaps, preferring to make his plans upon the fly and jumping into the abyss beyond. Although he is not prone to fits of melancholy like his previous self, he is far more flighty. He's always prepared to help and solve even the most impossible of problems even before he's realised the consequences of his actions. He is a madman with a box.

BACKGROUND
The last of the Time Lords of the planet Gallifrey, the Doctor is the last guardian of the Universe, he has saved it more times than he cares to remember and now looks younger than ever, although he is at least 907 years old.

He travels time and space taking the very weight of the Universe on his shoulders, standing against the encroaching darkness, always ready to bring the green light of his sonic screwdriver to bear.

THE DOCTOR

TL 10

SAMPLE CHARACTER SHEET