

**Name:** Michelangelo Buonarrotti

**Player:** Tiom Gallus

### Appearance:

Like-a Michelangelo!

### Personal Goal:

To make some cash and  
to sleep with  
anything that moves

**Personality:** Pablo-Picasso-like

### Background:

I'm-a Michelangelo!

**Story Points:** 12

**Equipment:** Lots of debt, art supplies

**Home Tech Level:**3 (Florence 15th-16th Century)

### Attributes:

Awareness: 5  
Coordination: 4  
Ingenuity: 3  
Presence: 5  
Resolve: 2  
Strength: 3

### Skills:

Athletics: 2  
Convince: 3  
Craft: 6 - fine arts  
Fighting: 1  
Knowledge: 2  
Marksman: 0  
Medicine: 1  
Science: 1  
Subterfuge: 4  
Survival: 0  
Technology: 0  
Transport: 0

### Traits:

See back

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## ADVENTURES IN TIME AND SPACE

### CHARACTER SHEET

**Attractive** - The character is attractive. +2 bonus to any rolls that involve their stunning good looks.

**Charming** - The character is charming. +2 bonus to attempts to use their charm.

**Friends (Minor)** - The character has people they can call upon for information or help. A reliable source of information.

**Indomitable** - The character has a determination and an iron will. +4 bonus to any rolls to resist becoming possessed or hypnotised, psychically controlled or similar.

**Keen Senses (Minor)** - The character is very aware of their surroundings. +2 bonus to Awareness rolls (one good sense) Note: Cannot be taken with the Impaired Senses Bad Trait in the same sense, although different ones can be taken.

**Photographic Memory** - The character can commit information to memory. The character can spend a moment to commit information to memory. The Gamemaster must repeat the information if the player asks for it. They can remember something that they haven't actively committed to memory by spending a Story Point.

**Voice of Authority** - When you talk, people listen to you. +2 bonus to Presence and Convince rolls to try to get people to do as you like or to gain their trust. The Gamemaster may modify this to suit the situation.

**Adversary (Major)** - The character has made an enemy in the past who is actively trying to hinder them whenever possible. High power and frequency of appearance.

**Argumentative** - Will argue their point of view even if it puts their life in danger. Argumentative is a Minor Trait, so it shouldn't get in the way too much of their normal behaviour. The Gamemaster will reward the 'playing in character' with Story Points. If the argument might end in a fight, the character may try to back down to save themselves (and the others in their group), but they will have to make an Ingenuity and Resolve roll, with a -2 modifier.

**Impulsive** - They don't think things through before acting. Playing up to the Trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable. You could make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve).

**Insatiable Curiosity** - The character doesn't know when to stop themselves when it comes to being nosy. Playing up to the Trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable. You could make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve). Note: Cannot be taken with the Unadventurous Bad Trait. If the character gains the Unadventurous Trait due to injury (see p.54), then the character would lose their Insatiable Curiosity Trait as well as gaining Unadventurous.

**Obsession (Minor)** - Some people are just obsessed with something. The character simply has an obsession. It doesn't creep into every part of their lives, but it's always there and there are times when they simply have to do something because of their compulsion.

**Owes Favour (Major)** - They owe someone out there a favour. Something important, a large amount of money (over £10,000) to saving their life.

**Selfish** - The character is selfish. Doesn't interfere too much with the way the character acts - they'll help and join in as usual - but there may be times when they sneak off to see what they can plunder or gain.

