

Doctor Who GM Cheat Sheet

Difficulty Levels

Really Really Easy	3	Really simple, automatic success. Opening a can of drink, using a phone, eating chips. (So simple, you shouldn't even need to roll!)
Really Easy	6	Opening a can of drink (without it spraying you in the face), looking something up in a dictionary, operating a microwave oven.
Easy	9	Setting the video timer, operating an MP3 player, jumping a low fence.
Normal	12	Driving a car in traffic, shooting at someone, swimming in the sea, uncovering a useful but not secret fact.
Tricky	15	Driving at speed, shooting a moving target, climbing a building
Hard	18	Picking a lock, lift twice your own weight, treating a gunshot wound
Difficult	21	Climbing a sheer cliff without ropes, charming your way into a government facility, escaping from rope bonds.
Very Difficult	24	Recalling a whole speech from a Shakespeare play, getting a fused computer to work again, flying a plane in turbulence
Improbable!	27	Hitting a very small target with a slingshot, hacking into a government computer system, creating a DNA scanner out of radio parts
Nearly Impossible!	30	Closing a rift in time & space with a chocolate bar, climbing a skyscraper in the rain, shooting a small target in another room without looking.

Success/Failure Levels

9+ above	Fantastic	Yes, and something unexpected happened as a result of the astounding success. They get what they wanted, and something extra happens that you and the Player decide. The bigger the difference the more dramatic the effects. <i>Damage: If attacking someone or something, you do 1.5 times the damage of the weapon (round down).</i>
4-8 above	Good	Yes, they've managed to do what they wanted. If the character's result is 4-8 above the difficulty, they've certainly accomplished what they wanted, and pretty well. <i>Damage: If attacking, weapon damage inflicted on the target is normal and unmodified.</i>
0-3 above	Success	Yes, but something may not have gone as well as hoped. They succeeded, but only just. It was a close call, but they managed to scrape through. You may add some sort of complication or secondary problem. <i>Damage: If attacking, you'll still have hit the target, but you'll only inflict half of the damage of the weapon (round down).</i>
1-3 below	Failure	No, but it could have been much worse. They failed, but it wasn't a horrible failure. You may allow the Player to gain something out of the encounter, but it may not be what they'd expected. <i>Damage: If receiving damage from an injury or attack, you are harmed, but sustain only half of the damage (round down).</i>
4-8 below	Bad	No, they've certainly failed at the task, but it could have been worse. <i>Damage: If receiving damage, you sustain the normal amount.</i>
9+ below	Disastrous	No, and something else has gone wrong. Not only is the failure terrible, but things may have worse consequences. <i>Damage: If you are injured or harmed, damage sustained is multiplied by 1.5 (round down).</i>

Complication Modifiers

Characters have the element of surprise, or a head start, or have innate knowledge of the environment, area or time period. Opposition is distracted or confused.	+2
Nothing is affecting the situation, or is affecting all sides equally.	0
Poor lighting, in a mild hurry, target more than 20m away.	-1
Characters surprised by enemy, trying to do two things at once, target is moving at running speed.	-2
Bad lighting (dark, no moonlight or streetlights) and opponent can see in the dark, panicked, trying to do three things at once. Trying to shoot at a specific part of the target (head, a hand, etc.)	-4
Target more than 200m away or is a fast moving vehicle, trying to do four things at once.	-6
Fighting in pitch blackness against an opponent who can see or against a target out of sight, resisting when only just waking up.	-10

Attribute + Skill (+TRAIT) + Two Six Sided Dice = Result

Attributes

Awareness	Ingenuity	Resolve
Coordination	Presence	Strength

Skills

Athletics	Fighting	Medicine	Survival
Convince	Knowledge	Science	Technology
Craft	Marksman	Subterfuge	Transport

Cooperation

+2 per helper with suitable skill. GM can limit.

Initiative

1. Talkers 2. Movers 3. Doers 4. Fighters

Damage

For every 'yes' add +2 to your character's Strength.

Is it sharp? * Is it heavy? * Is it dangerous?

Story Points

Award story points for good roleplaying, playing negative traits, ingenious ideas, bravery, etc.

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

Subtle nudge in the right direction.

"We only get one shot at this."

Add dice to the roll. One point gets two dice. Each die after that adds one more.

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

Tweak a result up or down the success ladder. One point for moving one level, but cannot raise a success to 'Fantastic'. Villains can spend their own story points to counter.

"It was just a scratch"

Recover from damage. Each story point recovers half the attribute damage, rounded up.

"You're the most remarkable man I've ever met. But I don't think you're quite capable of that."

Basically, if you do something suitably dramatic, brave or selfless, that makes a great story, the GM will award you extra Story Points that can be used to do dramatic and cool things that make a great story fantastic.

"Hang on, I have an idea!"

Allow you to bend the plot and manipulate the story to save yourself in times of need.

"What's that you're building?"

Use to activate superscience devices.

"Like this, Doctor?"

Effectively have the same skill as the person who showed you how to do something. Skill lasts only for that game session, and result is no higher than a standard success.

"You can do it, I know you can."

Donate story points to other players during major moments, with something appropriately dramatic, encouraging.