Doctor Who: Adventures In Time And Space

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

Absolutely no Skill = −4 penalty. **Skill that could help a little** = −2 penalty (GM approval)

Cooperation: Helpers with a suitable Skill that could help each add +2 to the attempt.

Contested Rolls: Use each opponent's result as Difficulty for others; highest roll succeeds.

Extra Time: Twice as long = +2 bonus, three times as long = +4, and so on up to +10

Who Goes First? Talkers – Movers – Doers – Fighters

Task	Diff.	Example
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, treat a gunshot wound.
Difficult	21	Climb a sheer cliff without ropes, charm your way into a government facility, escape from rope bonds.
Very Difficult	24	Recall a whole speech from a Shakespeare play, get a fused computer to work again, fly a plane in turbulence.
Improbable!	27	Hit a very small target with a slingshot, hack into a government computer system, create a DNA scanner out of radio parts.
Nearly Impossible!	30	Close a rift in time & space with a chocolate bar, climb a skyscraper in the rain, shoot a small target in an adjacent room without looking.

9+ Above	Fantastic	**yes, and**
4-8 Above	Good	**yes**
0-3 Above	Success	**yes, but**

1-3 Below	Failure	**no, but**
4-8 Below	Bad	**no**
9+ Below	Disastrous	**no, and**

Story Points

"I'm getting an inkling of an idea…"	Spend a Point to get a nudge in the right direction
"We only get one shot at this…"	Spend a Point to roll an extra 2D6 when you really need it
"That was close, nearly didn't make it!"	Spend a Point to bump a failure up one level (maximum = Success)
"It was just a scratch…"	Spend a Point to regain half (round up) of Attribute levels lost
"You have no idea what I'm capable of."	Negotiate a Point cost and suitably dramatic and amazing consequence for going beyond your limits to defeat a foe or achieve the impossible
"Hang on, what's this?!"	Spend Points for a remarkable or unlikely occurrence
"If I just reverse the polarity…"	Spend Points to enhance, improvise or lend a Gadget
"There you go, you're a natural!"	Spend a Point to be instructed in a task normally beyond you
"You can do it, I know you can!"	Lend Points to another at a suitably dramatic moment
"I won't leave them behind!"	Gain Points by acting heroically to save the lives of others
"Captured… again."	Gain Points by letting yourself be captured
"I can't do that, I just can't…"	Gain Points by playing your weaknesses (Bad Traits)
"Umm… Oops."	Gain Points by knocking a successful result down to a failure