

The Doctor Who Role Playing Game: Adventures Through Time and Space by FASA to Doctor Who: Adventures in Time and Space by Cubicle 7 conversion. Version 1.0

Attribute Levels in the FASA system are the rough equivalent of Attribute scores in DWAITAS.

FASA Attributes	to	DWAITAS Attributes	DWAITAS Attributes	to	FASA Attributes
Strength		Strength		Strength	Strength
Endurance		Avg of End and Mnt		Resolve	Mentality
Dexterity		Coordination		Coordination	Dexterity
Charisma		Presence		Presence	Charisma
Mentality		Ingenuity		Ingenuity	Mentality
Intuition		Awareness		Awareness	Intuition

Endurance is a problem, as there is no directly comparable attribute in the Cubicle 7's version. In the FASA version, Endurance is a reflection of how healthy a person is, which is covered by either Strength, Coordination, OR Resolve depending on the circumstances in DWAITAS. Resolve is more a measure of Willpower. Converting TO FASA is easy enough, as Mentality functions much as resolve does in the DWAITAS system. However, converting the other direction is more difficult. The easiest way that I can see is to take an average of the Endurance and Mentality Attributes and make that the Resolve score, rounding down.

So, for example:

The FASA example Character of Kat has the following attributes:

Strength 10	Level IV
Endurance 15	Level V
Dexterity 23	Level VI
Charisma 10	Level IV
Mentality 10	Level IV
Intuition 10	Level IV

Converting this to DWAITAS:

Strength	4
Resolve	4
Coordination	6
Presence	4
Ingenuity	4
Awareness	4

Skill equivalents between FASA and DWAITAS

FASA	DWAITAS	FASA	DWAITAS
Armed Combat, Contact	Fighting	Public Performance	Craft
Armed Combat, Ranged	Marksman	Verbal Interaction	Convince/Subterfuge
Sports	Athletics	Administration	Knowledge
Trivia	Knowledge	Earth Sciences	Science
Unarmed Combat	Fighting	Engineering	Technology
Wilderness Survival	Survival	Gaming	Knowledge
Artistic Expression	Craft	Life Sciences	Medicine/Science
Climbing	Athletics	Medical Sciences	Medicine
Construction	Knowledge	Military Sciences	Knowledge
Environmental Suit Op	Survival	Physical Sciences	Science
Security Procedures	Subterfuge	Social Sciences	Science
Vehicle Operation	Transport	Space Sciences	Science
Carousing	Athletics	Streetwise	Knowledge
Gambling	Subterfuge	Technology	Technology
Leadership	Convince	Temporal Sciences	Vortex

Weapon Damages

Use the equivalent weapon types in DWAITAS for damage calculation. All Energy weapons will do damage 4/L/L in DWAITAS, and Damage Table A in FASA.

Traits versus Special Abilities

DWAITAS Traits are the rough equivalents of FASA's special abilities. While FASA's Special Abilities were more limited in number, it balances out a little because the Attributes tend to be a little bit higher than in DWAITAS. Here is a rough conversion guide.

FASA	DWAITAS
Healing	Fast healing
Telepathy	Psychic, Telepathy
Hypnotism	Hypnosis
Position Sensing	Sense of Direction
Unusual Strength	
Unusual Mentality	Indomitable
Unusual Endurance	Tough
Luck	Lucky
Unusual Charisma	Attractive, Charming
Unusual Dex	Quick Reflexes
Blending	Face in the Crowd
Empathy	Empathic
Telekinesis	Psychic, Telekinesis

STORY POINTS

There is no equivalent between the systems for Story Points. Converted characters should be given an appropriate amount of Story Points.

This is a fanwork, with no intention of violating the Copyrights of FASA, Cubicle 7, or the BBC.